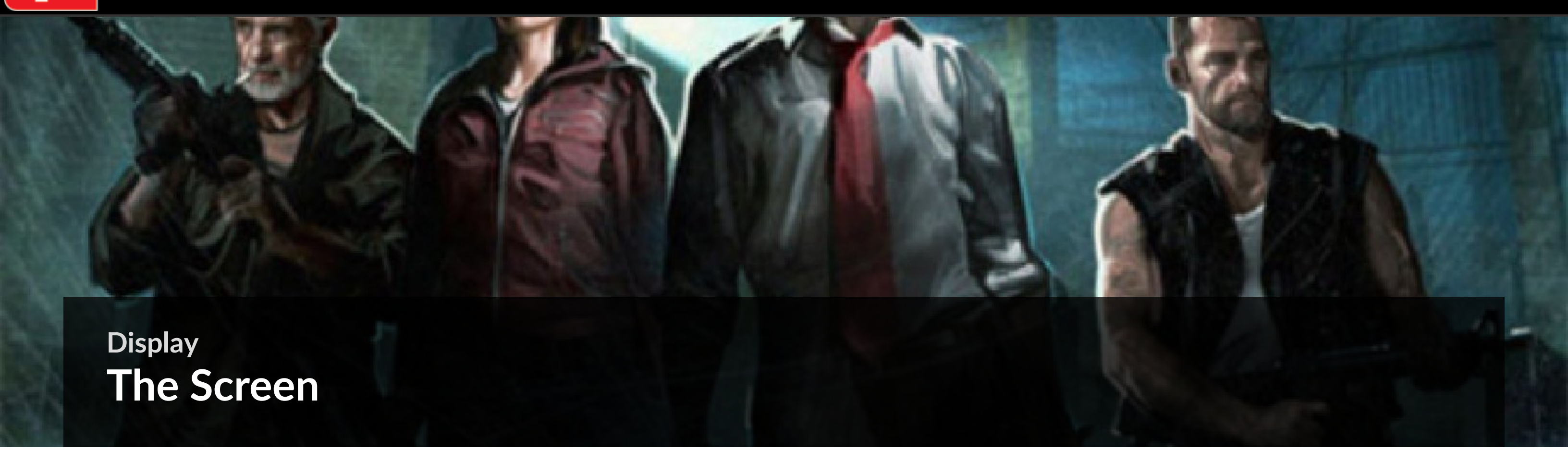


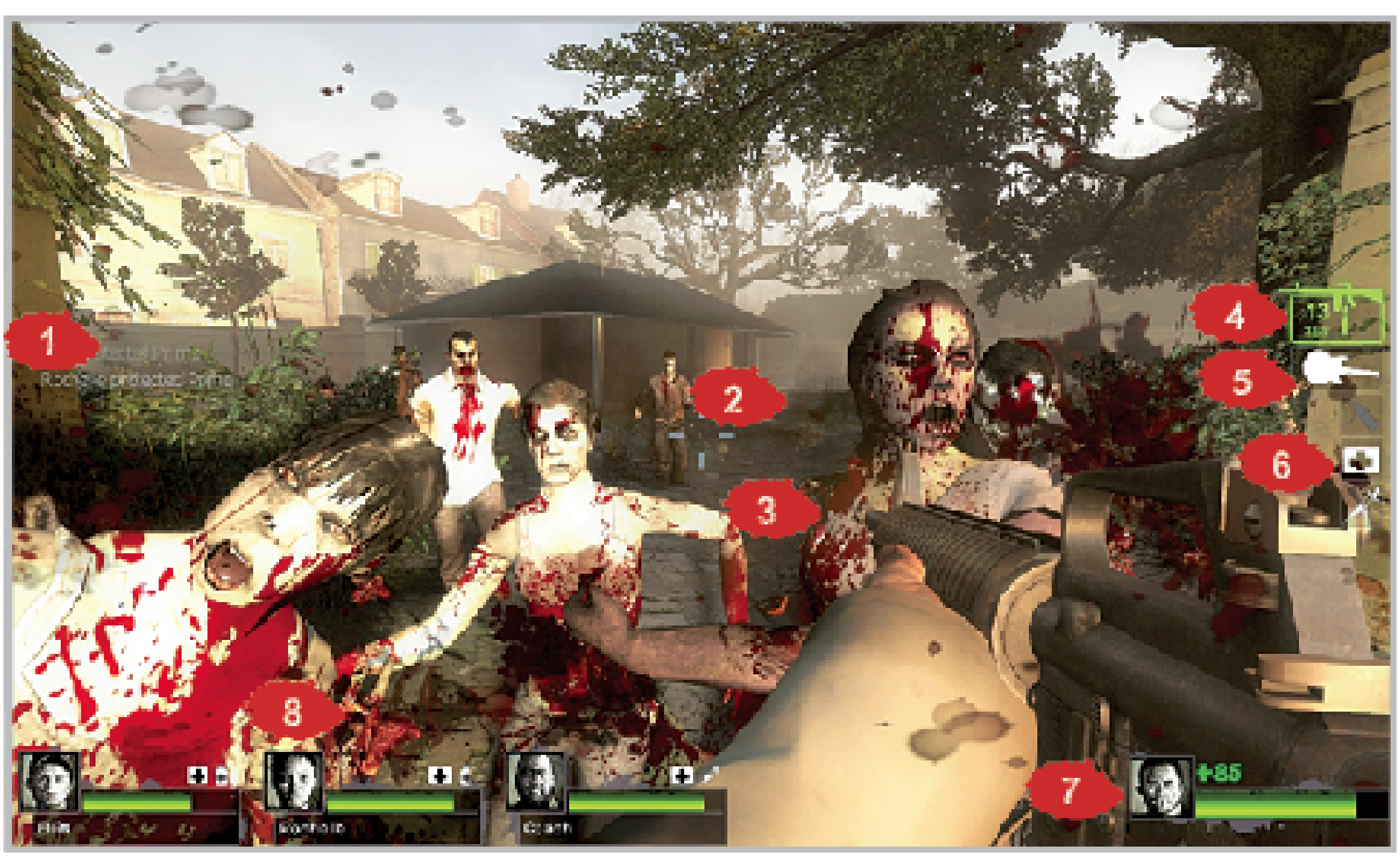
Display

The Screen

Tip

This training session presupposes you've already figured out how to begin an online game, know how to access Lobbies, chat to friends, and set up Multiplayer matches. You should also be familiar with your controller or keyboard functionality, and have set up your in-game options to your liking. This knowledge is contained in the Instruction Manual that came with your game. You are advised to read it before continuing.

These four pictures show the following information: The HUD during Campaign, Realism, Versus, and Survival Modes; the HUD when playing as a Special Infected during Versus and Scavenge Modes; the HUD during Scavenge Mode; the HUD during Survival Mode. Here's what all those icons mean:



This shows a sample campaign match from a Survivor's-eye view.

1. Information: Whenever a major occurrence happens, it is listed here. Keep track of who has rescued who, those who startled the Witch, and who is being attacked by Special Infected.

2. Aiming Reticle: This crosshair icon is superimposed on your HUD. Place the icon over your target to shoot it. The size of the reticle differs depending on the weapon type. The reticle expands during movement and recoil, and shrinks when you are walking or crouching.

3. Death and Dismemberment: A particularly unpleasant zombie takedown is occurring. Prepare for many of these.

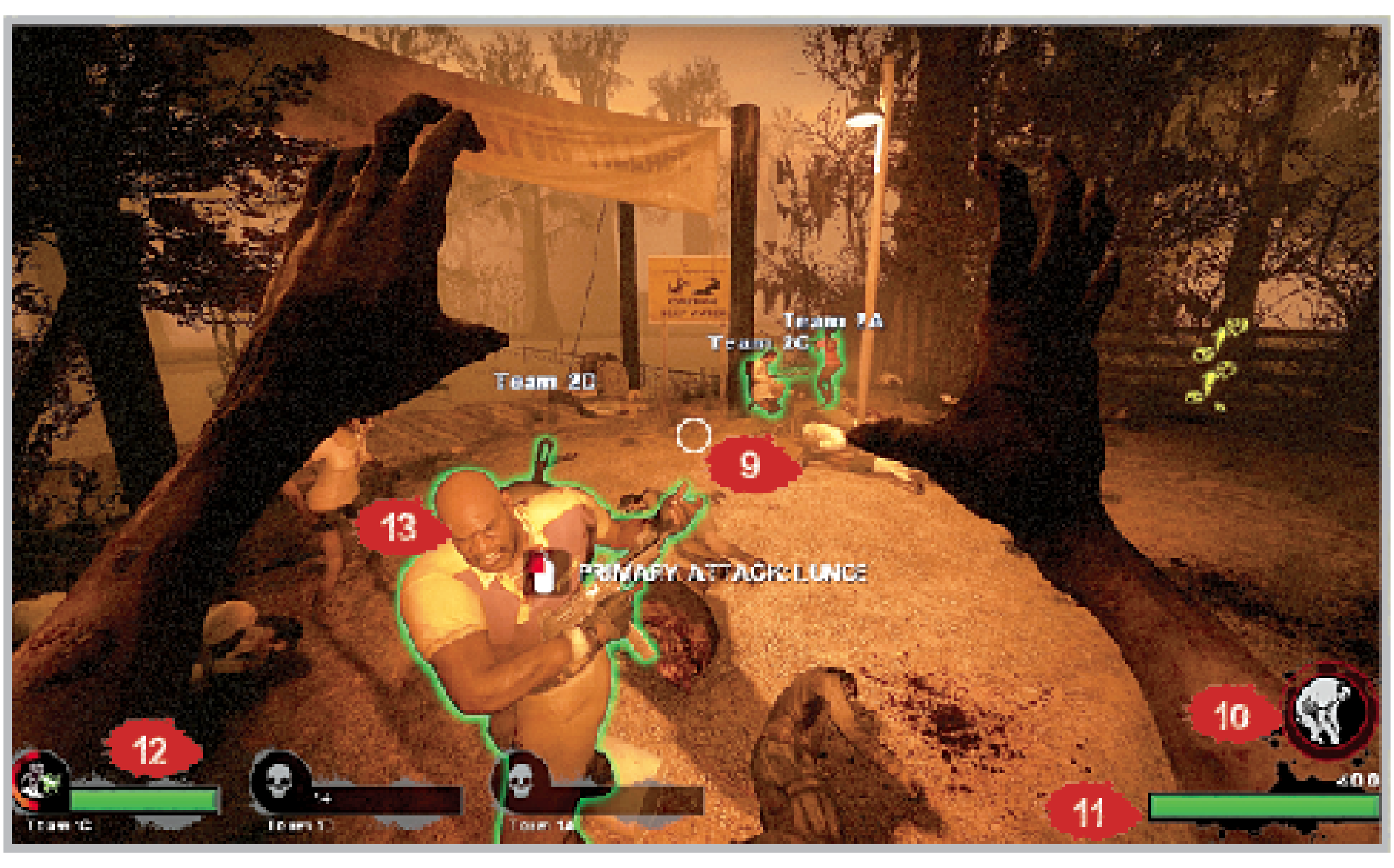
4. Primary Weapon: This shows a silhouette of your chosen ranged weapon, how many bullets/shells you have in the clip/chamber, and the total ammunition you are carrying for that weapon.

5. Secondary Weapon: This shows a silhouette of your chosen secondary weapon, whether it is a Pistol variant or a Melee Weapon. These weapons have infinite "capacity."

6. Inventory: (PC version shown) This shows the projectile you have equipped on your belt (top), the Backpack Item (middle), and the health-related Belt Item (bottom) you have stored on you. Select and use them at any time. The Xbox 360 version shows this in a cross pattern with a Flashlight icon, allowing you to turn the Flashlight on and off.

7. Avatar Information: A portrait of the Survivor you're playing as, along with your current Health.

8. Teammate Information: Portraits of your teammates, along with their general health and the Inventory they are currently carrying. The inventory is particularly useful, as you can request Health and know who has a spare First Aid Kit or Pain Pills to use.



This shows a sample Versus match from an Infected's-eye view.

9. Aiming Reticle: This shows where your Special Infected's Primary attack will strike.

10. Attack Power: The red circle shows the power, which quickly depletes when used and slowly regenerates if you haven't been killed.

11. Health: Your Health, which is likely to be depleted very quickly.

12. Infected Teammates: The type of Infected your brethren have spawned as, and their general Health.

13. Intended victim: This is a Survivor you've picked on to die, and ideally you have a second Special Infected to help you. As you can see, the Survivors have a glow around them, which indicates one of the following conditions:

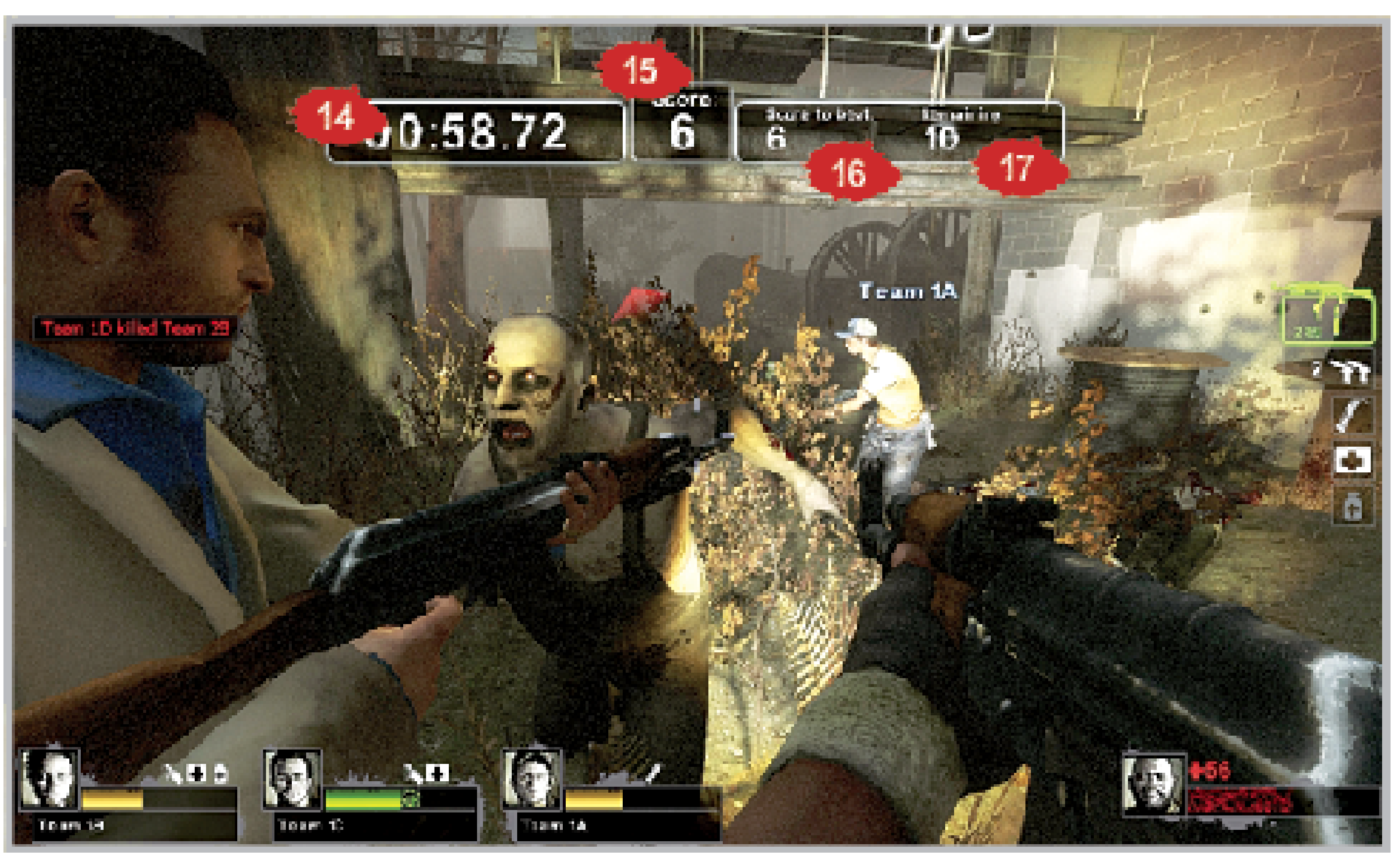
Green: Healthy

Orange: Wounded

Red: Near death (usually the preferred Survivor to attack)

Purple: Puked on by a Boomer

Blue Outline: Behind a wall (you are unable to accurately see either teammate's condition)



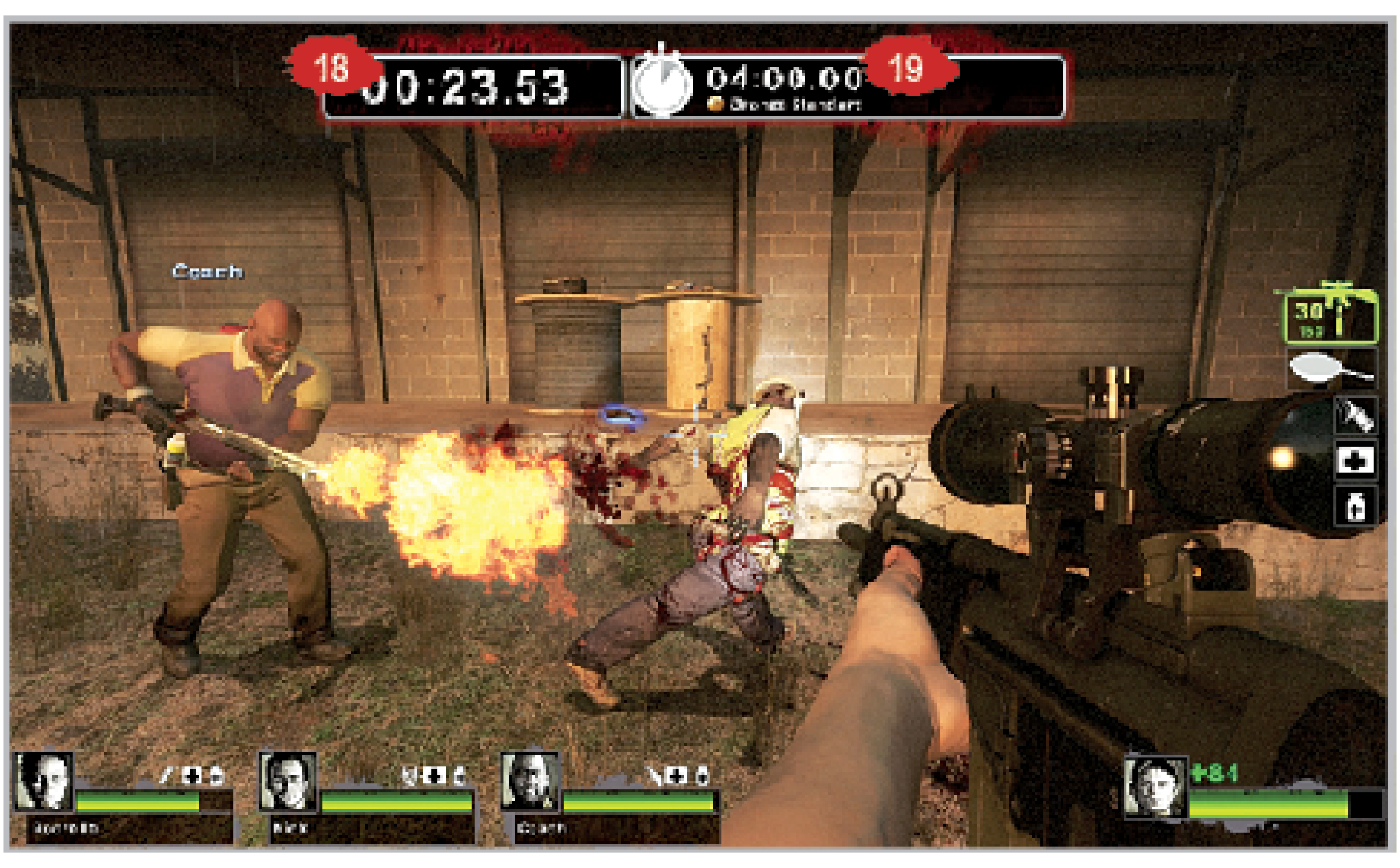
This shows a sample Scavenge match from a Survivor's-eye view.

14. Time: This shows the remaining time in a round; extra time is added after each successful pour.

15. Score: This shows how many Fuel Cans have been successfully poured into a generator or car.

16. Score to Beat: This shows the total Fuel Cans the rival team managed during a previous match.

17. Remaining: This shows the number of Fuel Cans remaining in the stage you are playing in.



This shows a sample Survival match.

18. Time: This shows how long your team has lasted during a Survival game; the higher this number is, the better!

19. Time to Beat: This shows the time to beat for a medal, or your team's best time, so you know the time to aim for.

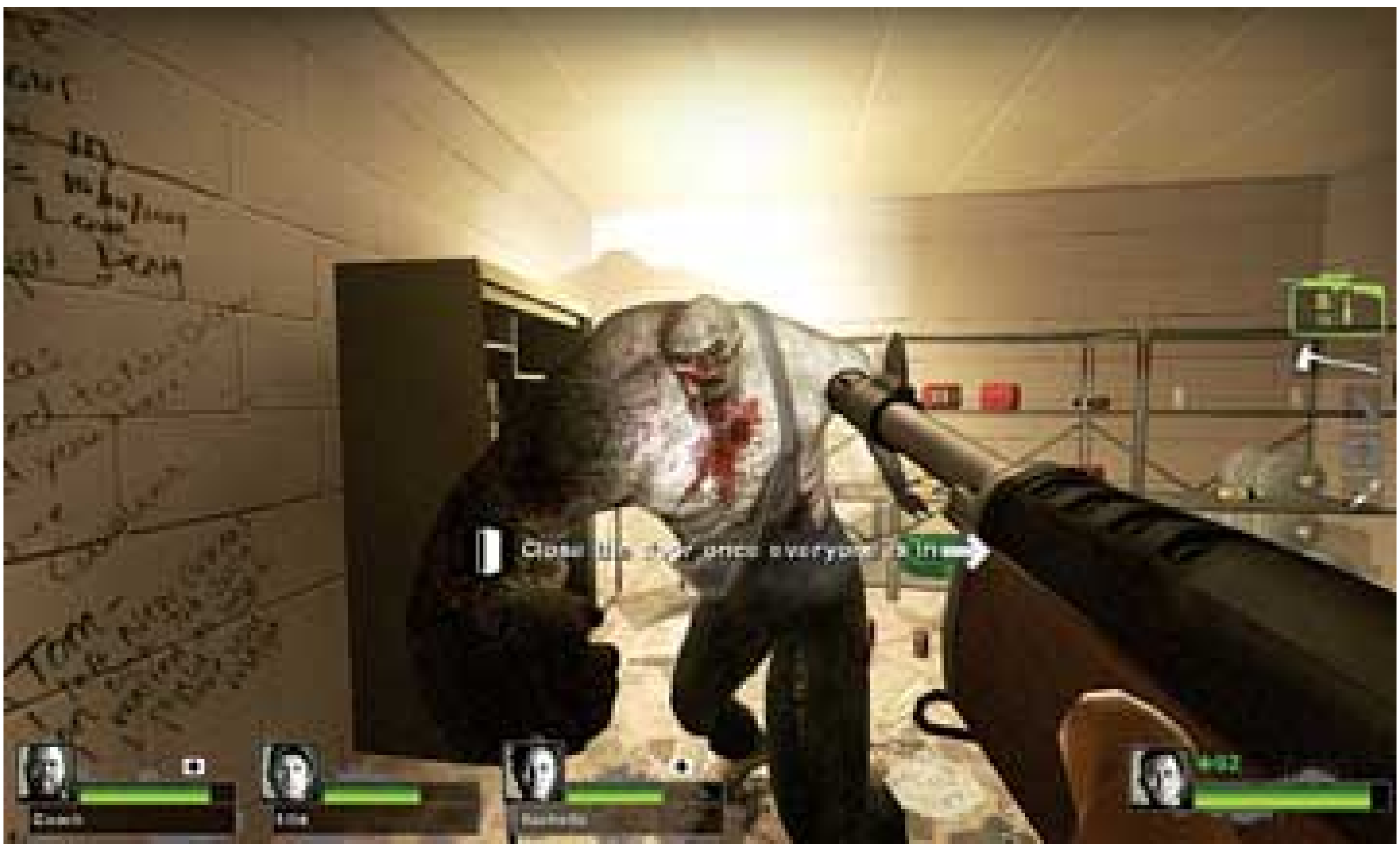
Game Modes

Introduction

At the Main menu, you are presented with a number of options, your choice of six different types of games.

All of these games involve taking a team of four human Survivors (Coach, Ellis, Nick, and Rochelle) on a trek through zombie-Infected environments in search of rescue. There are five main campaigns, each with four or five stages in them.

The general objective is to kill anything unpleasant to the eye, or that's harming your team, and battle to a Safe Room, which appears at the beginning and end of every stage.



Seek safety in the Safe Room. Just remember to close that door!

The Safe Room offers a brief period of respite, additional First Aid, weaponry, and other items. The stages' events, the locations of enemies, and the placement of items, are all governed dynamically by the A.I. Director.

A Finale is under way. Bits fly off the undead, while Nick's sarcasm goes unchecked.

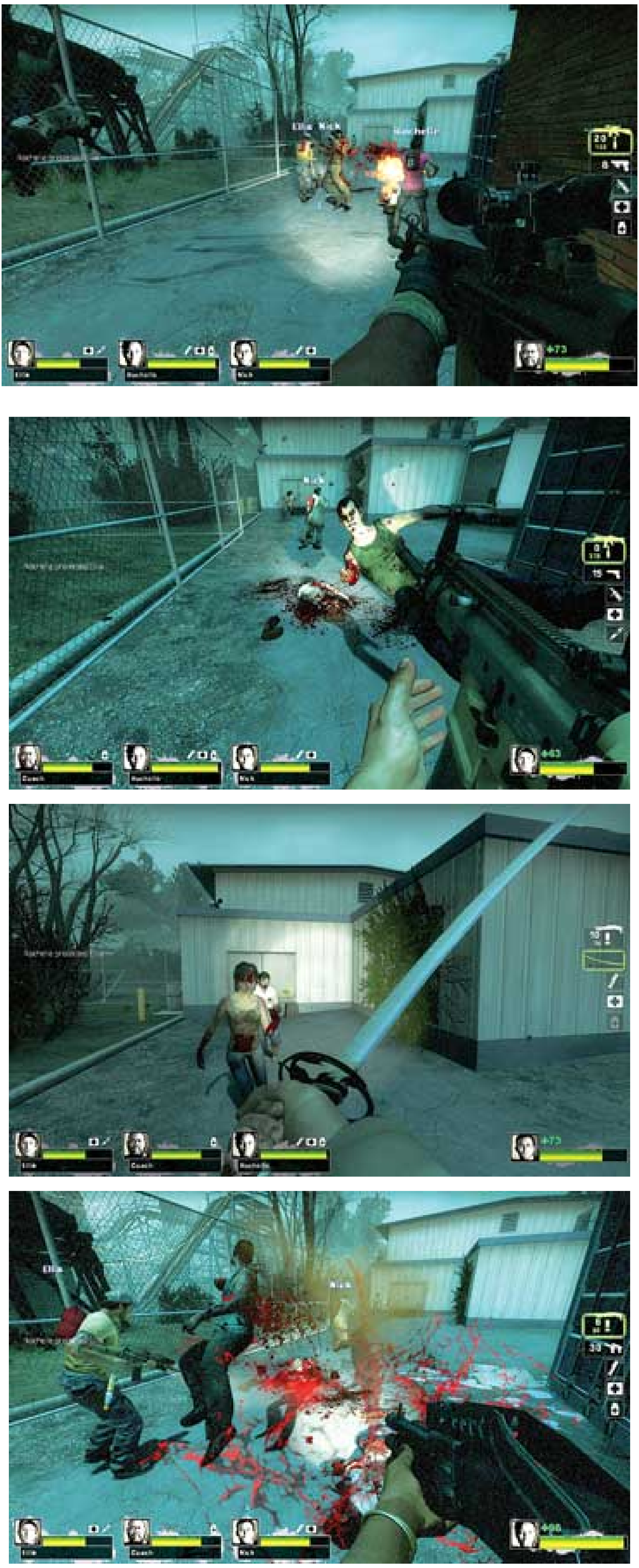
Toward the end of a stage, you face increasingly overwhelming odds during an endgame scenario called the Finale. At the end of the last stage, this Finale allows you to escape the campaign and begin the next. The following summarizes these game modes

Note

The different forms of Infected you'll encounter are revealed in Chapter 2: Survivors and the Infected. The various weapons, items, and other equipment you can use are listed in Chapter 3: Leave Them Dead—Weapons and Equipment.

Game Modes

Campaign



Carnage from four angles—the only things missing are expletive-laden instructions from your teammates.

Campaign mode pits you and three human friends on a mission to complete any of the five campaigns and play through in cooperatively.

Any unassigned players are controlled by the computer, and your name (AKA "handle") appears above your character so you know who's fighting well, and who made dreadful tactical missteps.

New players can drop in and out of the game at will. You can also play this split-screen (Xbox 360), or an offline version with two players (and two computer players).

Tip

If you're playing a split-screen version of this game, segment the screens vertically. This offers the best perspective for battling your foes.

Realism

Ready for the ultimate challenge? Play Realism mode on Expert, and try surviving this onslaught!

A mode for veterans of the first game or those not wanting to see the more useful onscreen hints around their teammates, Realism mode allows you to access the same campaigns, but with a tweaked gameplay experience that favors a more "realistic" style.

All Infected can withstand much more punishment to their bodies (except the heads). The Witch will kill you instantly if she gets her claws on you.

There is no glow around your teammates (which makes locating them much more reliant on memory and shouted instructions).

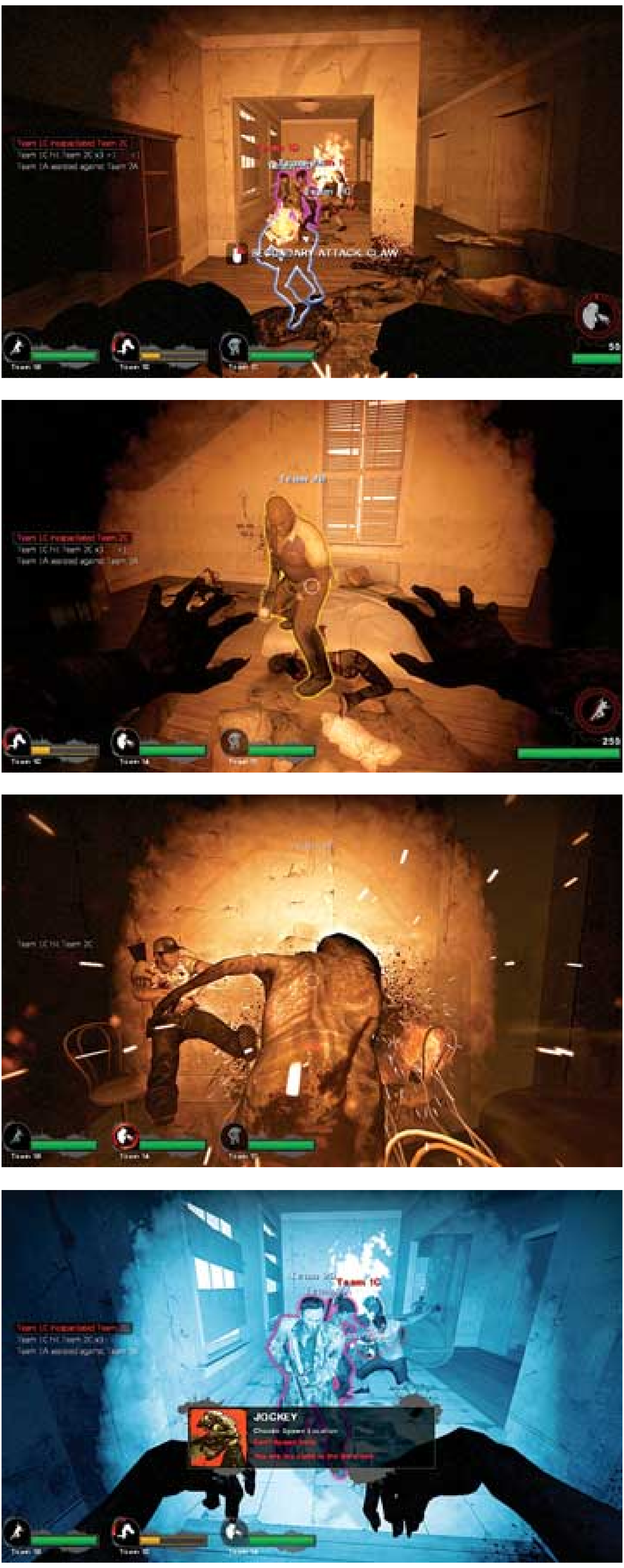
There is no glow around items until you can reach them (meaning you must rely on memory or the guide's maps for possible item placement).

Finally, if you die, you do not respawn in a "Rescue Closet" later in the stage. Rather, you're dead until the rest of the team reaches the Safe Room.

Game Modes

Versus

Versus mode involves up to eight human players. A match begins with a play through a campaign stage, with one team playing as Survivors, and the others as randomly-determined Special Infected. Survivors must make their way to the Safe Room at the end of the stage without dying (as there are no Rescue Closets) while the Special Infected die countless times trying to stop them. The Survivors must use all of their wits (and game plans) to survive a more intelligent bunch of Special Infected, and should expect more ambushes and group attacks.



A group of Survivors repelling human-controlled Infected (shown from the Infected viewpoint) during a particularly violent Versus match.

The Infected players spawn as a randomly determined Special Infected and prowl after the Survivors, attempting to incapacitate, waylay, or (if they're lucky) kill their human foes. At some point, one of the Infected spawns as a Tank, wreaking additional carnage. (This is a key time for the rest of the team to attack, too.) Witches also randomly appear, and should be used to help the Infected players secure additional wounding.

Once all of the Survivors have reached their Safe Room or have died, the stage is played again with the roles reversed.

Special Infected begin as "ghosts," and can move up buildings, walls, poles, and other scenery that Survivors cannot reach. They must spawn in an area the Survivors can't see, as indicated by an onscreen prompt.

As "ghosts" the players can pass through doors and aren't seen by Survivors (but are seen by their Special Infected teammates).

When both sides have finished the stage, the game totals up scores based on the criteria that includes the average distance traveled (the closer to the Safe Room the Survivors made it, the more points are awarded), the number of Survivors that made it, which map is being played within a campaign (earlier maps being worth less than later maps), and the percentage of the finale that is completed. The higher scoring team is the winner.

Tip

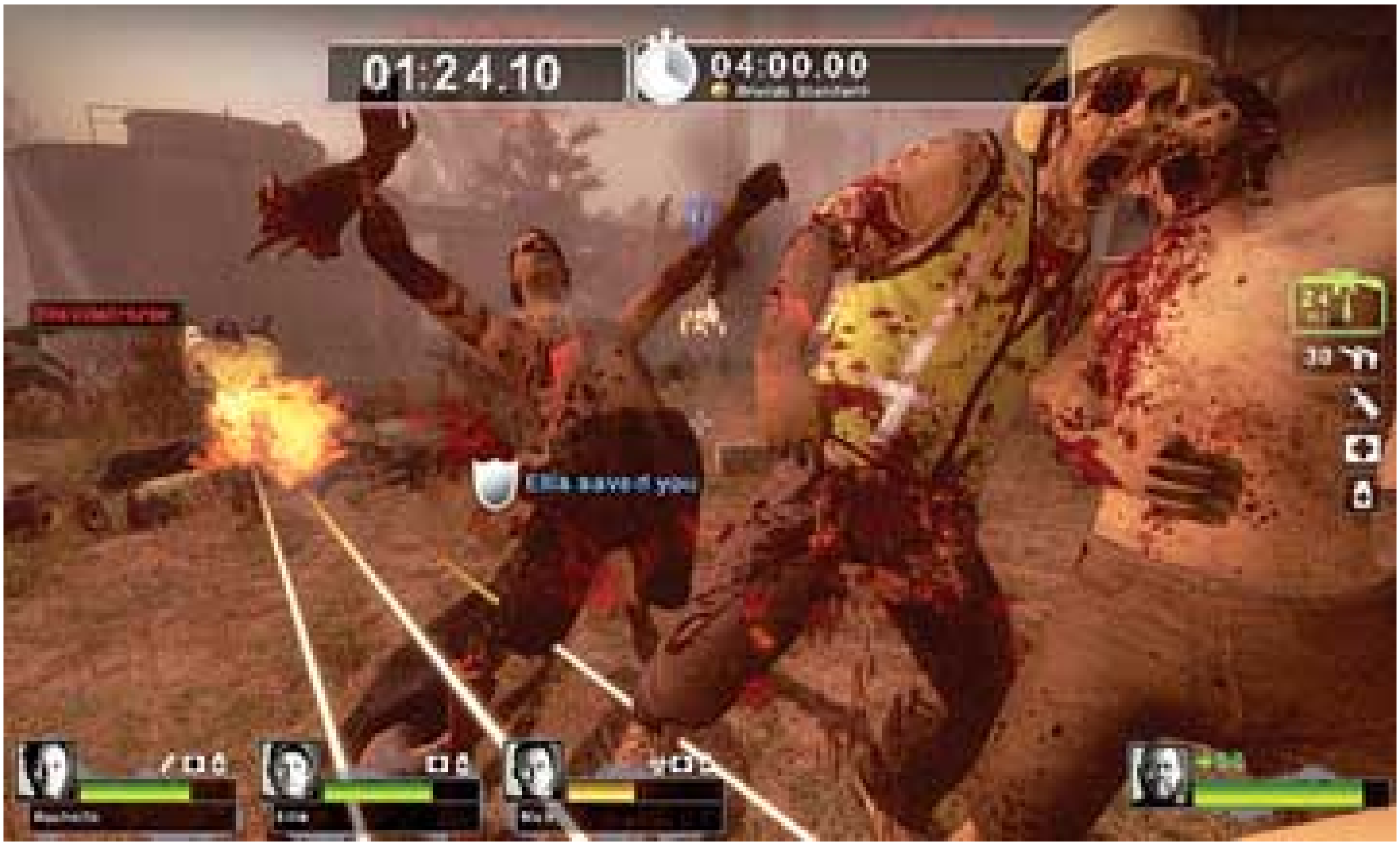
Learn where the Infected can climb, so you have a good idea of possible hiding places to check when you're playing as Survivors. Also study the glow around each human Survivor before attacking those with the lowest health.

Note

After each area's strategy in the Walkthrough, you'll find a detailed plan showing the best places to launch attacks from when playing as Special Infected. Use this information and tips at the end of this chapter and throughout Chapter 2, too.

Game Modes

Survival



A team starts with the best intentions, but a mixture of bad luck, bad pla—ying, and violent Infected ends a match.

This mode pits four Survivors against massive, and eventually overwhelming odds. They are holed up in a particular part of a campaign map, near a large collection of ammunition, weapons, and other items, and must survive wave after wave of enemies, both Common and Special.

A timer ticks on as combat continues and your goal is to achieve a gold medal status (surviving over 10 minutes) at the end of the match.

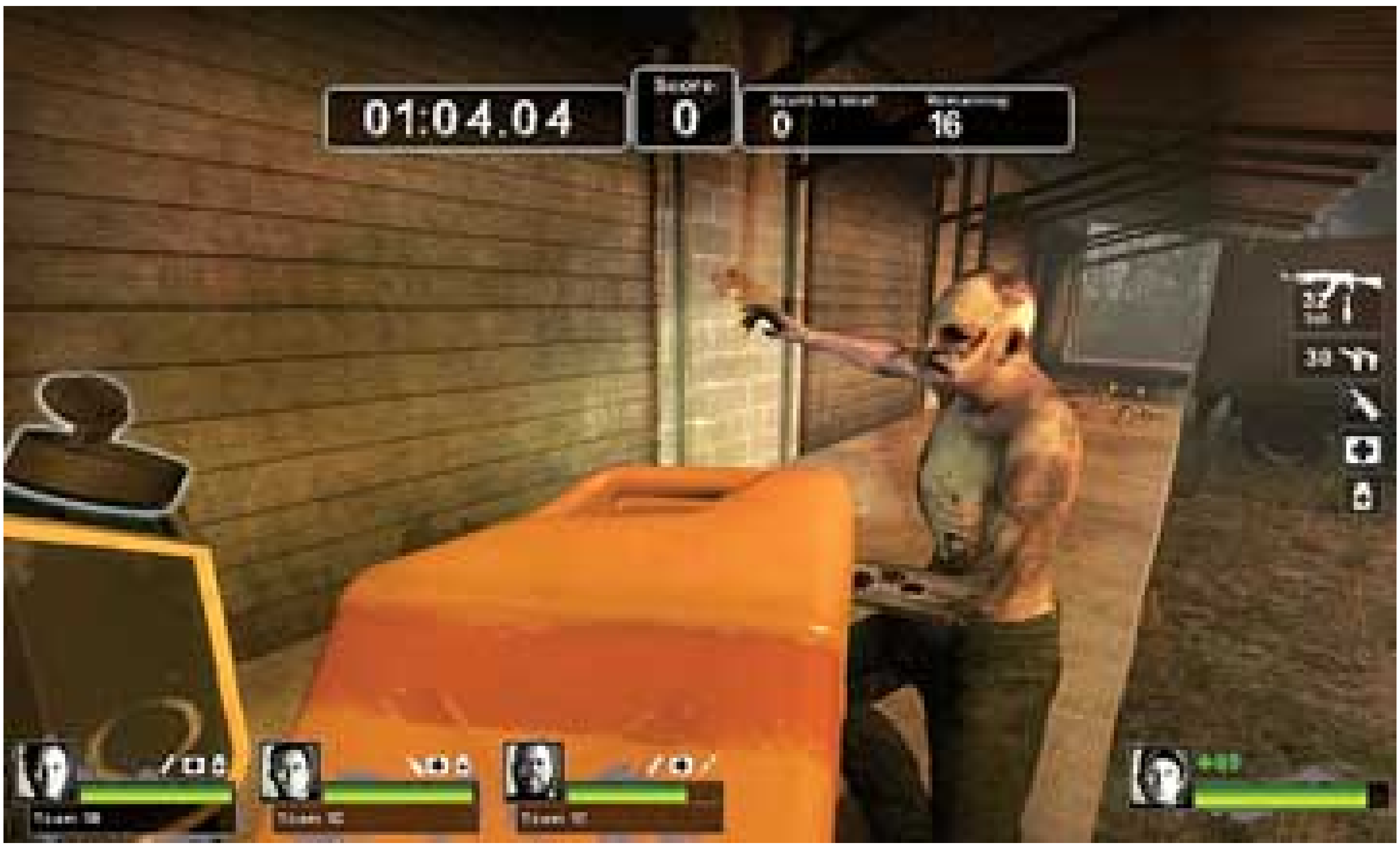
Then start again in an attempt to better that time! A more accurate title for this might be “Eventual Death” mode.

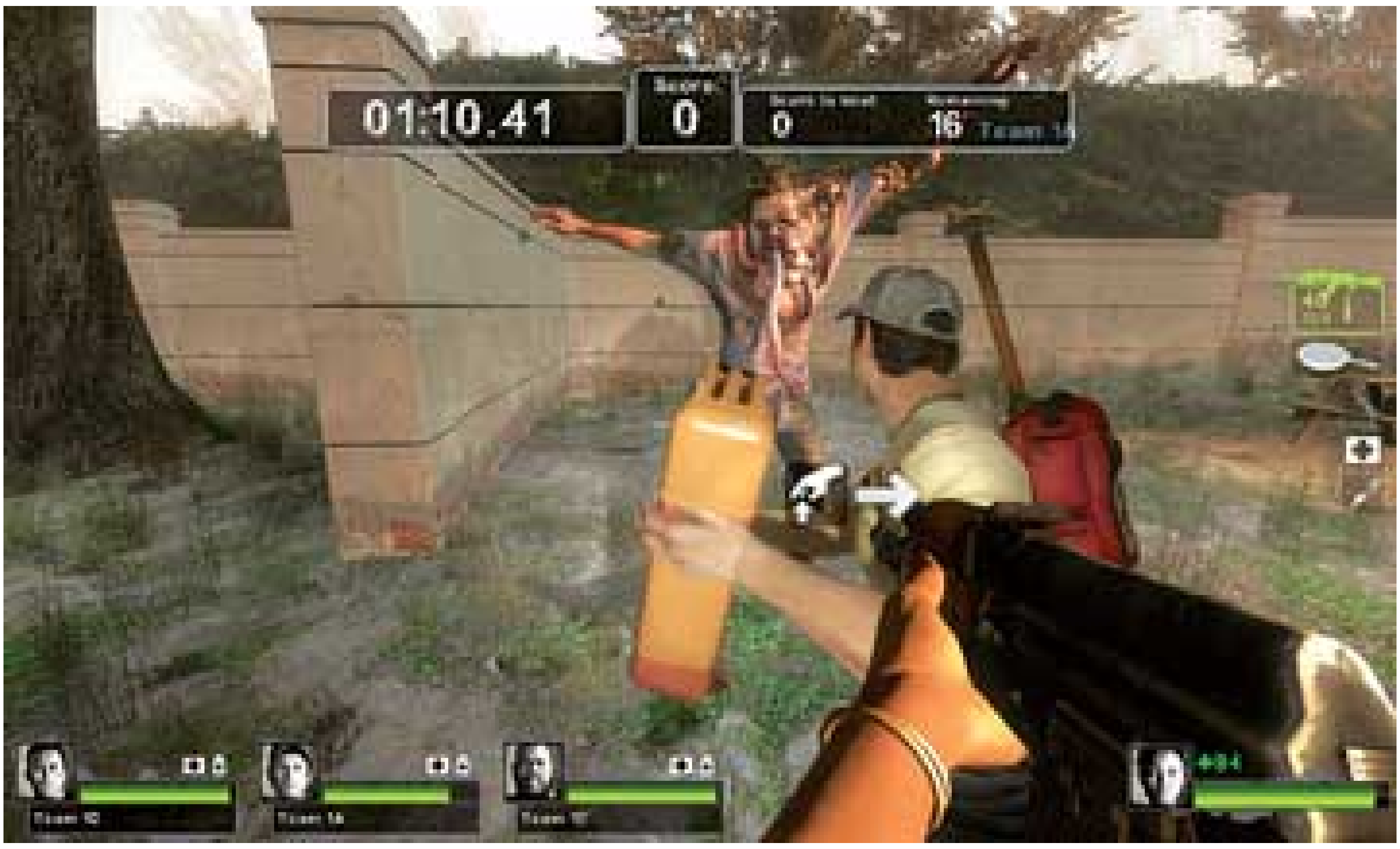
The plan is to survive for as long as possible. As long as you know you’re doomed to die eventually, you’ll be fine.

Game Modes

Scavenge

Up to eight players (four Survivor and four Infected) are pitted together in an awesomely violent battle for that most important of resources: gasoline.





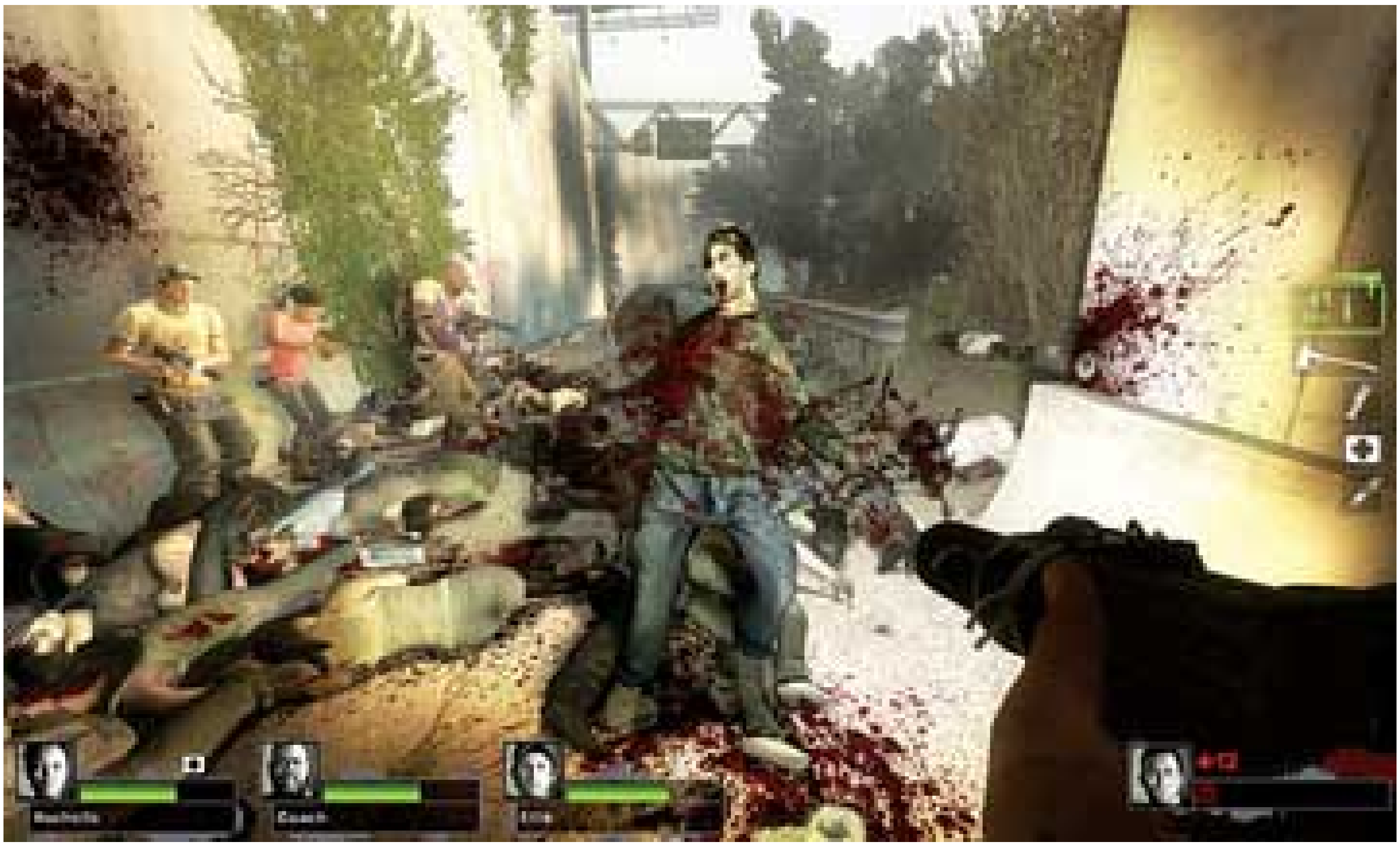
Cunning gasoline delivery (picture 1) and pitched battles (picture 2) are a part of Scavenge mode.

The Survivors must scour the map looking for Fuel Cans, collect them and return to a central generator (or car) to pour the gas in. The Special Infected, meanwhile, are out to stop the humans by any means necessary.

After the first match, the sides swap, and the first human team becomes Infected, and the zombie team becomes Survivors. After a set number of rounds, the team with the most Fuel Cans collected and poured into a generator are deemed the winners.

Game Modes

Single-Player



Take a leadership role with three sub-ordinates on Single Player, and expect to face most of the attacks.

Lastly, if you're light on actual human friends, you can play through all five campaigns with three computer-controlled chums in Single-Player mode.

When you've chosen the campaign and stage you want, the game continues until you reach the Finale at the end of that campaign. Take the lead role, as the A.I. teammates follow your lead.

This means some cross fire and enhanced strategic stances aren't possible, and you alone are responsible for how quickly you move through the stages.

Don't move too far ahead of your teammates, though, as dying results in a restart. If others die (after three possible rescues), they move to a Rescue Closet and are released when you open the door.

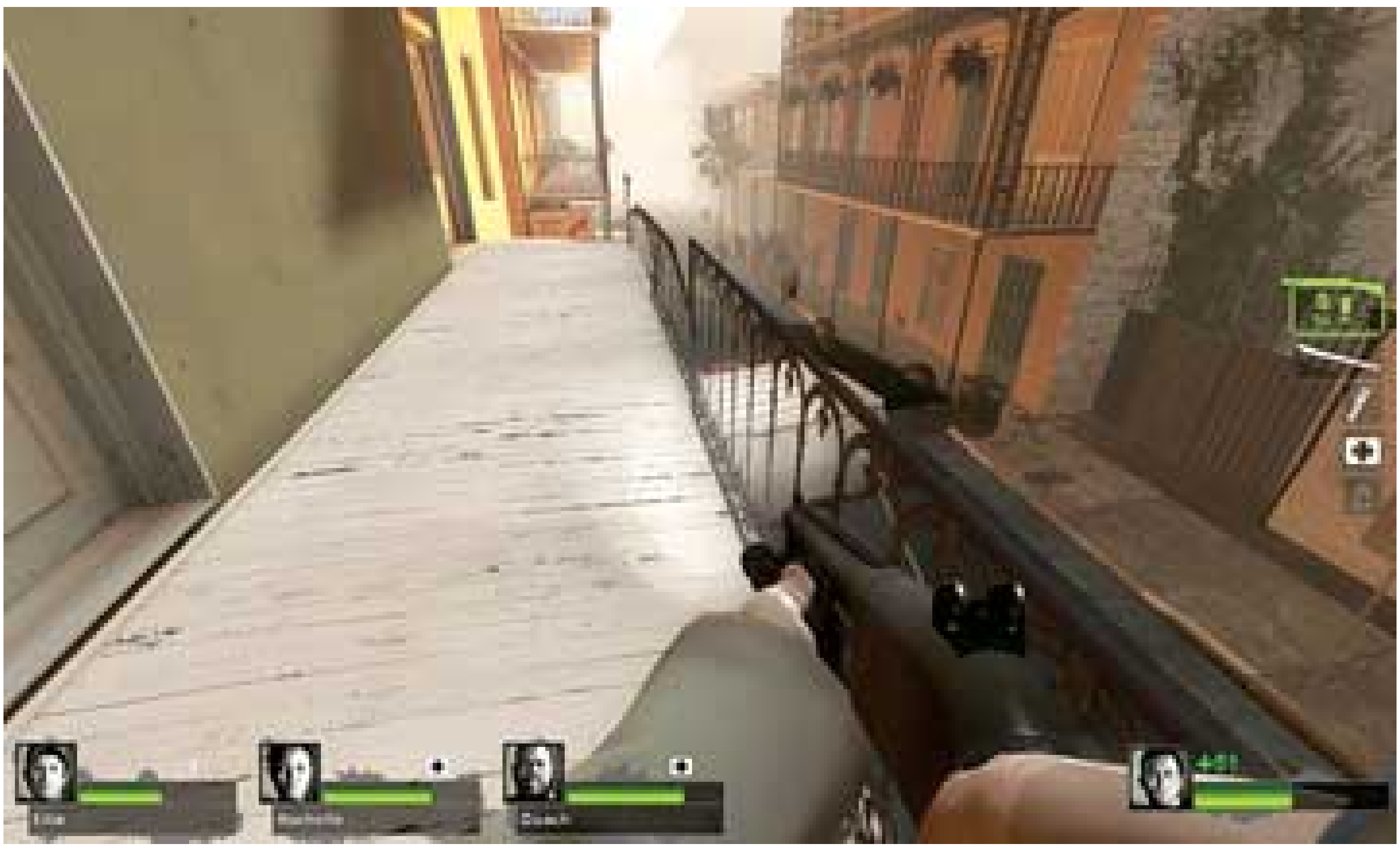
Note

The Walkthroughs in Chapter 4 and 5 apply to all gameplay modes.

The A.I. Director

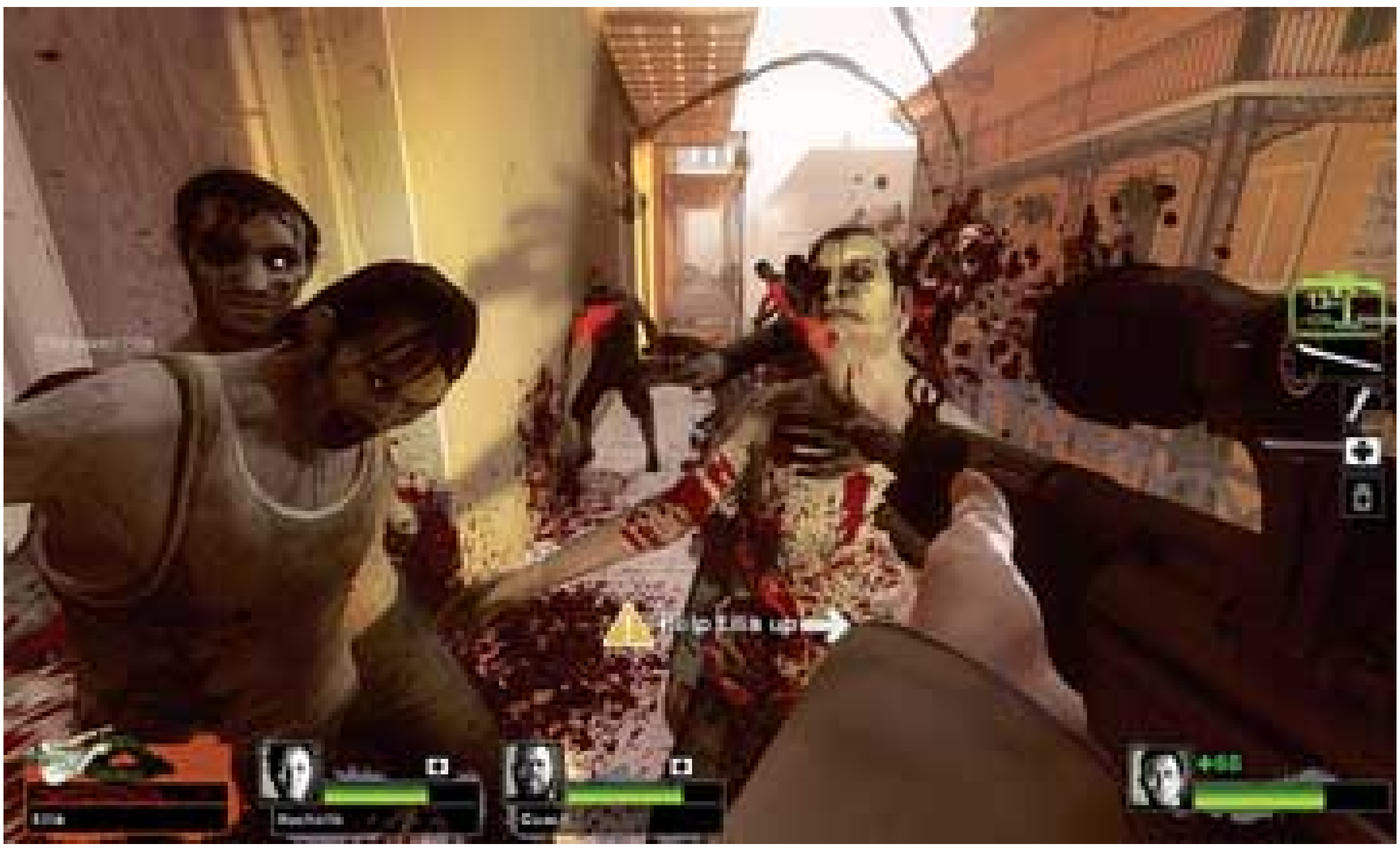
How It Works

Have you ever thought your actions were really controlled by some invisible entity with the power to make your life considerably better or worse?



Exploration 1: The first time through here, it was quiet … too quiet.

Well the A.I. Director is just like that. Throughout every game mode, most noticeably during campaigns, the placement of every inventory item, weapon, object you can carry, certain routes you take, and enemy incursion is determined procedurally to provide you with a unique experience each time you play a game.



Exploration 2: The second time through here, it was madness! Sheer madness!

This basically means that whenever you find a Safe Room, the weapons may (or may not) be the same. It means that the item placement icons shown in this guide's many maps are possible locations; the item may not appear every time, or be the same kind of item every time. Aside from locations where Hordes are always summoned, the number and type of enemies changes dynamically each time you play and is never the same twice!

With this in mind, the guide's Walkthrough has noted any major A.I. Director decisions that drastically affect your tactics (such as locations where car alarms may sound, or where routes change).

The Director tailors the gameplay experience depending on how well you're doing; for example, it sends in additional foes or Special Infected if you're playing competently, and reduces the number of First Aid Kits.

Of course, sometimes it's just plain nasty, and throws in a Horde when you're least expecting it. Remember this when you're adventuring, and when reading this guide's Walkthrough.

Game Difficulty

About

Remember that there's always a more difficult challenge to try, and adjusting the difficulty level of the game is one way to turn up the pressure in the combat zone.

Playing with incompetent teammates is another, less rewarding option. To fully understand the differences in difficulty, remember the following:

- All Infected inflict more damage in harder difficulties.
- All Infected have more Health in harder difficulties (for example, it takes twice as long to take down a Tank on the highest difficulty compared to Normal).
- During the Swamp Fever stage called Plantation, you face only one Tank at a time during the finale (when playing on Easy difficulty). All other difficulties feature two Tanks in the second wave.
- Friendly fire becomes much more damaging with higher difficulty.

Movement and Combat

On Maneuvers

Circling a foe while demolishing them with ordnance is both entertaining and imperative. Be mobile and agile.

With vehicular infrastructure at a complete standstill—freeways are blocked, bridges are collapsing under the weight of abandoned vehicles, and streets are littered with obstacles—moving on foot is the only way to get across a stage. This means walking and running.

Walking and Running: Walking is slower (you're more easily caught by an ambush from behind) but stealthier (you usually avoid more foes, see enemies quicker, and shoot them more accurately).

Running is faster (you can outrun foes chasing you and reach Safe Rooms quickly) but less stealthy (meaning Survivors in a rush usually fire on Witches or alarmed cars with greater frequency).

Crouching and Shuffling: Mastered the fine art of walking? Then make sure you know how to crouch.

This allows even more stealthy maneuvers through an area, which usually results in fewer enemies seeing you (unless you're in Versus mode, where humans playing Special Infected make this technique useless).

Crouching is good for avoiding Witches and also helps when aiming at foes with ranged (and scoped) weapons.

Looking: Yes, looking is simple enough, but make sure you're gazing everywhere you can.

Checking to the left and right as you go allows you to see possible ambushes to the sides.

Looking above is particularly helpful, as there are many places the Special Infected can stand (such as rooftops and balconies) that you can't reach. If you look up you can spot a potential target before they move in for the kill.

Jumping: A movement used frequently, and is incredibly useful. Jump to access areas above you, such as the hood or trunk of a car you want to stand on, so you have an elevated view for targeting foes.

Strafing: Side movement is the next technique to master. Moving left and right while keeping your target reticle focused on the same enemy, or strafing, allows you to move and fire.

You'll drop many more foes this way. It is imperative that you master this strafing technique because as you can step out from corners, from behind your friends' heads, or avoid thrown objects while still tackling a troublesome foe or group of enemies.

Circle-Strafing: The ultimate form of strafing (which involves moving left and right but aiming at a target constantly) is to maneuver up to 360 degrees around that target—a process known as circle-strafing.

Practice this by picking an object or teammate and maneuvering around them. Then do the same, but constantly change targets. Perfect this so that you're mobile (and harder to strike at) and aggressive, culling foes while on the move.

Tip

If you're playing on the Xbox 360, perfect the art of the 180-degree spin. With a press of a button you rapidly turn completely around to engage ambush threats from behind.

Movement and Combat

Taking a Stance

"Hey, wait for me, guys!" Stragglers die, so stay with your team, and watch each other's backs, sides, and fronts.

Now that you know how to move, you also need to make sure the rest of your team are working well in unison with you.

When playing with human teammates, it is imperative that you back each other up and, most importantly of all, stay together and do not stray apart, or you'll be picked off and incapacitated in seconds!

Once you realize the importance of staying close, try the following stances to help you in different situations:

Spread Pattern: No matter whether you're in narrow or wide areas, moving directly behind a friend in front of you prevents you from backing them up.

Stagger yourselves not only so that you can all fire on the same enemy (as your teammates are to your sides and not blocking your view), but also so that you can move out into a line or crescent shape to surround a larger enemy. Watch that you're not struck during the cross fire!

Two Up, Two Down: This is handy if you decide to move into cover (when a Horde is attacking, for example), or you're in tight spaces and moving slowly.

Have two teammates at the front, armed with close-combat or Melee Weapons, but crouching so the two rear teammates can fire over their heads with Assault Rifles or Sniper Rifles.

Diamond Pattern: Move into a rough diamond or square shape (with each teammate becoming a "corner") so you can prevent attacks from all directions.

The "tip" of the diamond should be moving forward, training their site on foes ahead of you. The two teammates in the middle should be also checking forward and also to the left (or right) sides of the group, preventing foes from outflanking the team.

The rear "tip" of the diamond should concern themselves with side ambushes and attacks from behind. All teammates should also be looking up.

Relay: A variation on a "relay race" is good when clearing out interior buildings, or when one of your team needs supplies.

Basically this involves swapping the lead teammate. Move to a doorway, have the lead step inside. The leader soaks up any damage while two friends look left and right for ambushes.

While this door and the next entrance are guarded, the guy at the back (or whoever is healthiest) moves to replace the lead teammate (who now moves to the back), and the process begins again.

Back-to-Back: When swarmed by foes, you may not be able to get to a wall to prevent attacks from behind.

But if you each have a partner teammate you can rely on and you're close enough to that player, stand back-to-back. You'll stop anything attempting to outflank you. This works very well when you're armed with Melee Weapons and against the Horde.

In Pairs: Some areas require you to split up (such as navigating through a Spitter's vomit or along narrow walkways or platforms).

For these scenarios, split into two close pairs so you can rescue one another, or shoot across to help the other pair if they are out of their depth.

Covering Fire: Movement should just be about scanning the environment and taking down foes. Check your targets and take care of those that are most threatening to your team.

There's no point sniping foes on the horizon if your teammate is being savaged. Choose sharpshooters responsible for covering those teammates venturing forward with close-combat or Melee Weapons, and offer constant cover and supporting fire.

Run Away! Know when to run and when to stay and fight, and make sure all of your team is in agreement.

Surviving requires quick thinking and tactical decision-making. Appoint a veteran "leader" to make these decisions, and follow the leader instead of arguing.

And if you see a rescue helicopter or a Safe Room, bring out a Melee Weapon and hack your way to freedom!

Tip

Some of these stance maneuvers require a teammate to backpedal. If you're spatially aware or experienced enough to be able to run through a campaign backward as well as you can forwards, you're a real asset to your team.

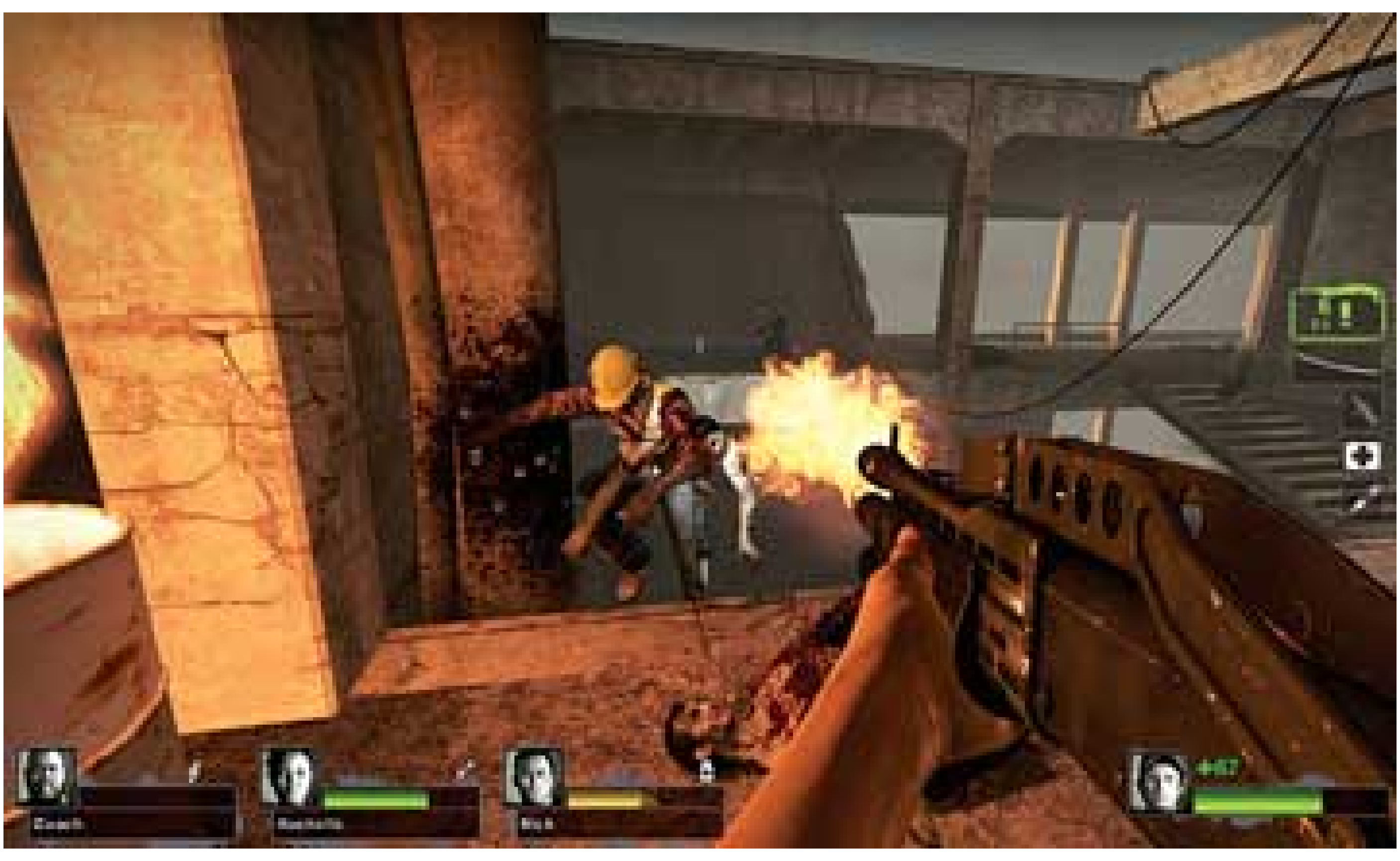
Movement and Combat

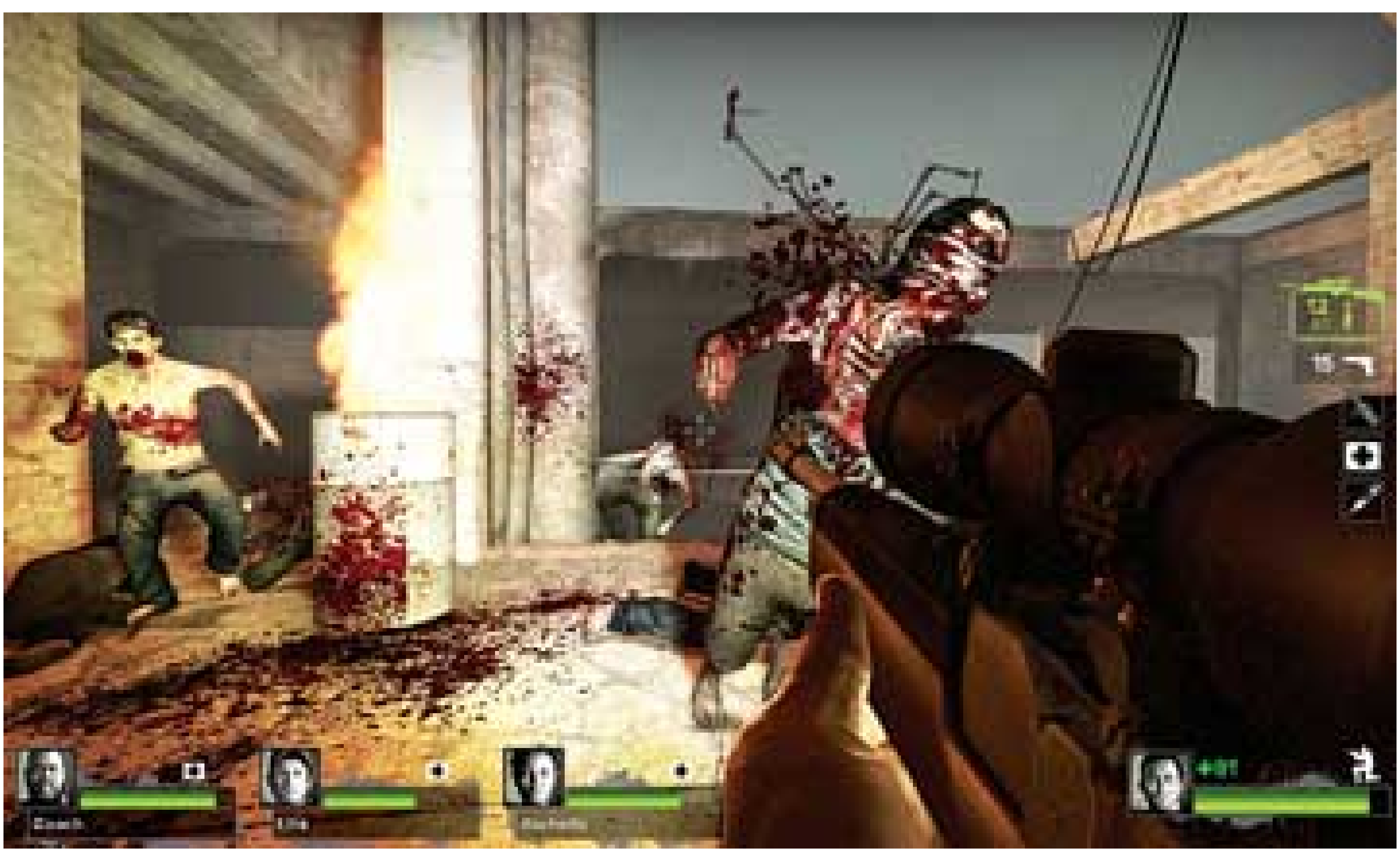
Ranged Combat

Guns are a vital part of your offensive capabilities and the most flexible weapons in your repertoire.

You have Primary Weapons, Secondary Weapons, and thrown projectiles, all of which are revealed in greater detail in Chapter 3. For now, here's a basic plan of attack when using firearms.

Target Acquired





Check your crosshair; it shows how wide your shot is. The wider the shot, the less distance it usually travels.

The reticle is a vital part of your HUD, as it changes dramatically based on the weapon you have.

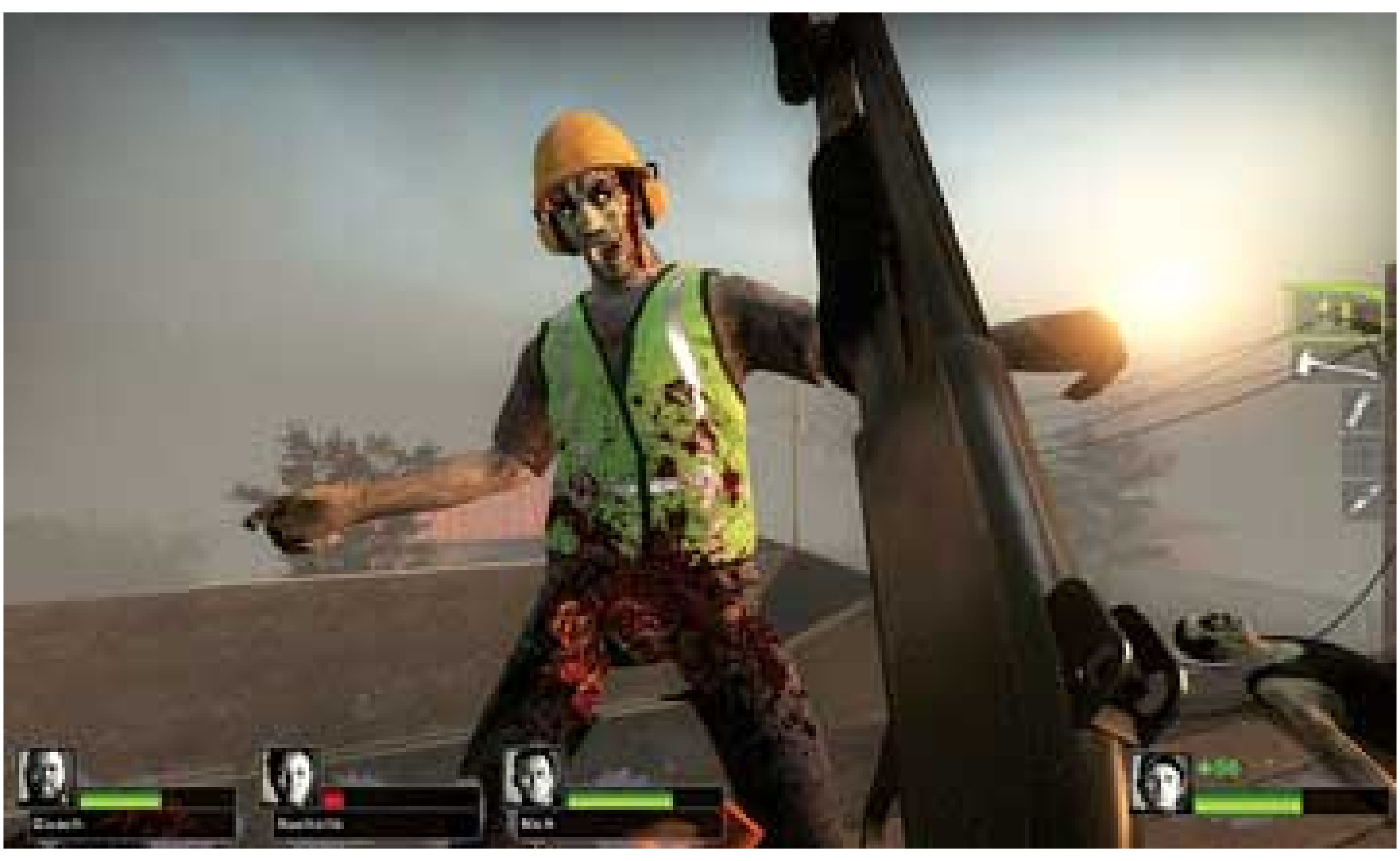
Aim at a foe inside the reticle as close to the center of the target as possible for the best results.

Note that some weapons have a wider reticle (picture 1), but these are generally for hitting multiple foes at close range.

Augment long-range reticles (picture 2) with a scope, providing your weapon is equipped with one.

Gain accuracy by walking or crouching; try this and your crosshair usually constricts, allowing better takedown potential.

Head Removal



This is what happens when you fire a Shotgun into an Uncommon Infected's groin: It is still standing!

The Infected were once humans, and dispatching the head of a victim fortunately yields the same results as you would expect if you aimed at a human: complete neural shutdown and the demise of the entity.

This is one of the most valuable points to learn. You should aim for the heads of every enemy you can, even Special Infected that sometimes have mutated or half-hidden craniums (such as the Tank).

Blowing off arms of Common Infected can slow them down, but may not kill them. And it takes a couple of shots to take out their legs.

A Little Restraint

The "Weapons and Equipment" chapter gives a wealth of statistics for each ranged weapon. One stat you should keep an eye on is the weapon's firing mode.

If this is "automatic," which means you hold down the fire button (trigger) and keep blasting until you reload or your bullets run out.

Overzealous use of this fire functionality can lead to your easily running out of ammunition. Instead, fire in 3 to 4 bullet bursts, which is enough to down a Common foe if you aim correctly. Save the overkill for the Special Infected targets that need it.

Pistol-Packing

You have a choice of Secondary Weapons, too, which includes one (or two) Pistols, and the option to swap them for a Magnum or a Melee Weapon (see below).

Pistols are excellent for tagging heads when you're low on Primary Weapon ammunition (particularly a problem with SMGs), and pistols are also automatically drawn (whether you're carrying a Melee Weapon or not) when you're incapacitated and fighting for your life.

If you think you need the extra (and infinite) firepower, choose a ranged Secondary Weapon over a Melee one. Usually, the flexibility of Melee Weapons gives them the advantage.

Caution

Friendly fire is always on, so exercise extreme caution when engaging foes close to your teammates. A careless burst of fire could injure, incapacitate, or kill, but also will definitely annoy them. Even greater caution is necessary at higher difficulty levels, where damage by friendly fire is even more severe.

Note

Flashlights are attached to every gun you carry (including Pistols). They attract Infected (including Witches), obviously light your way in a darkened room, and should be turned off if you're trying to remain healthy. Or, you can appoint a teammate to keep their Flashlight on and attract foes you can then ambush in a cross fire.

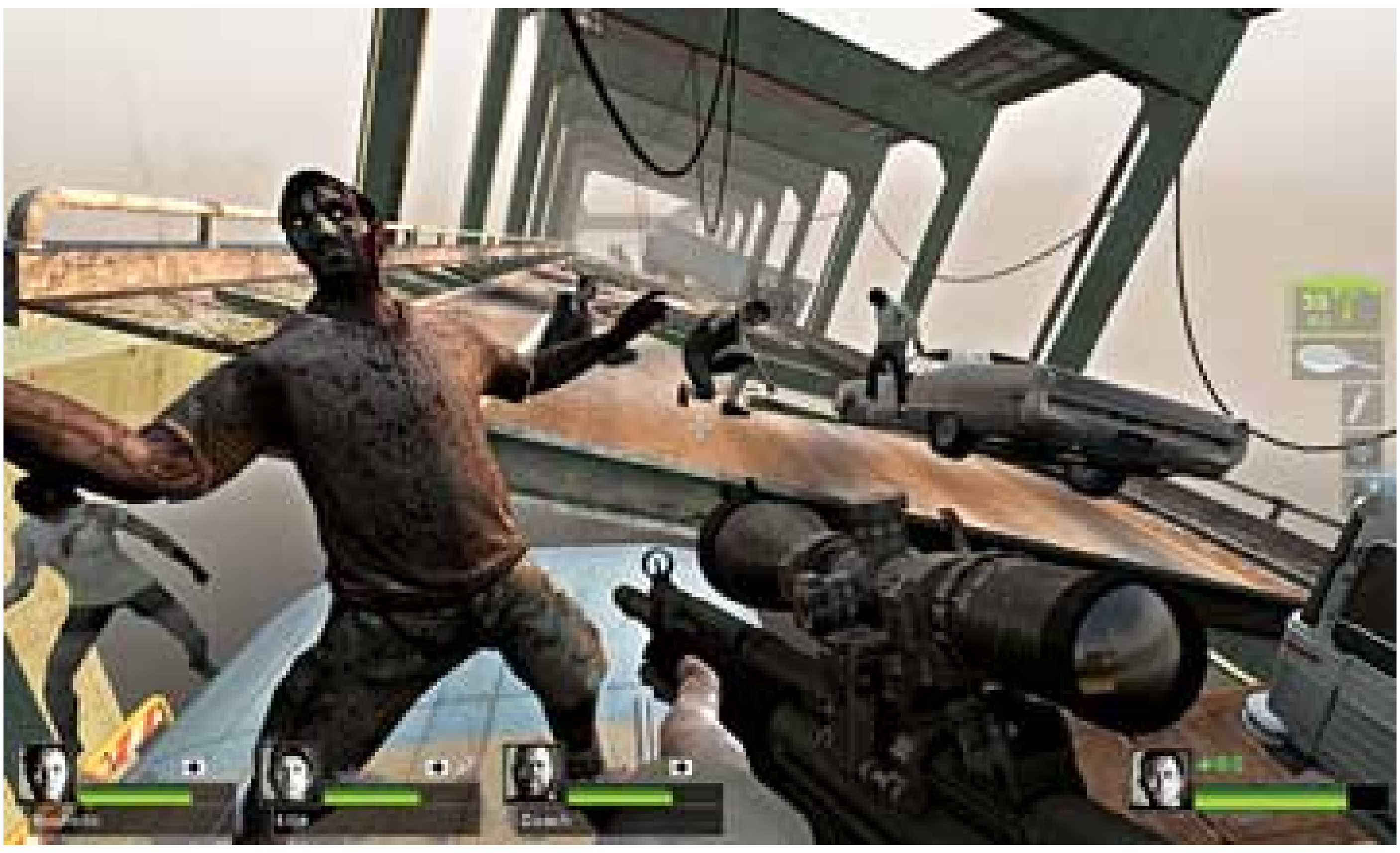
Movement and Combat

Melee Combat

When bullets just won't do, or you enjoy being soaked in zombie blood, get into Melee Combat.

The following lists advantages of the Melee Strike/Shove and how a blade in the hand is well worth wielding.

Shove Off!



Push foes back so you're not gnawed on, can finish reloading, or want a second to aim at the head.

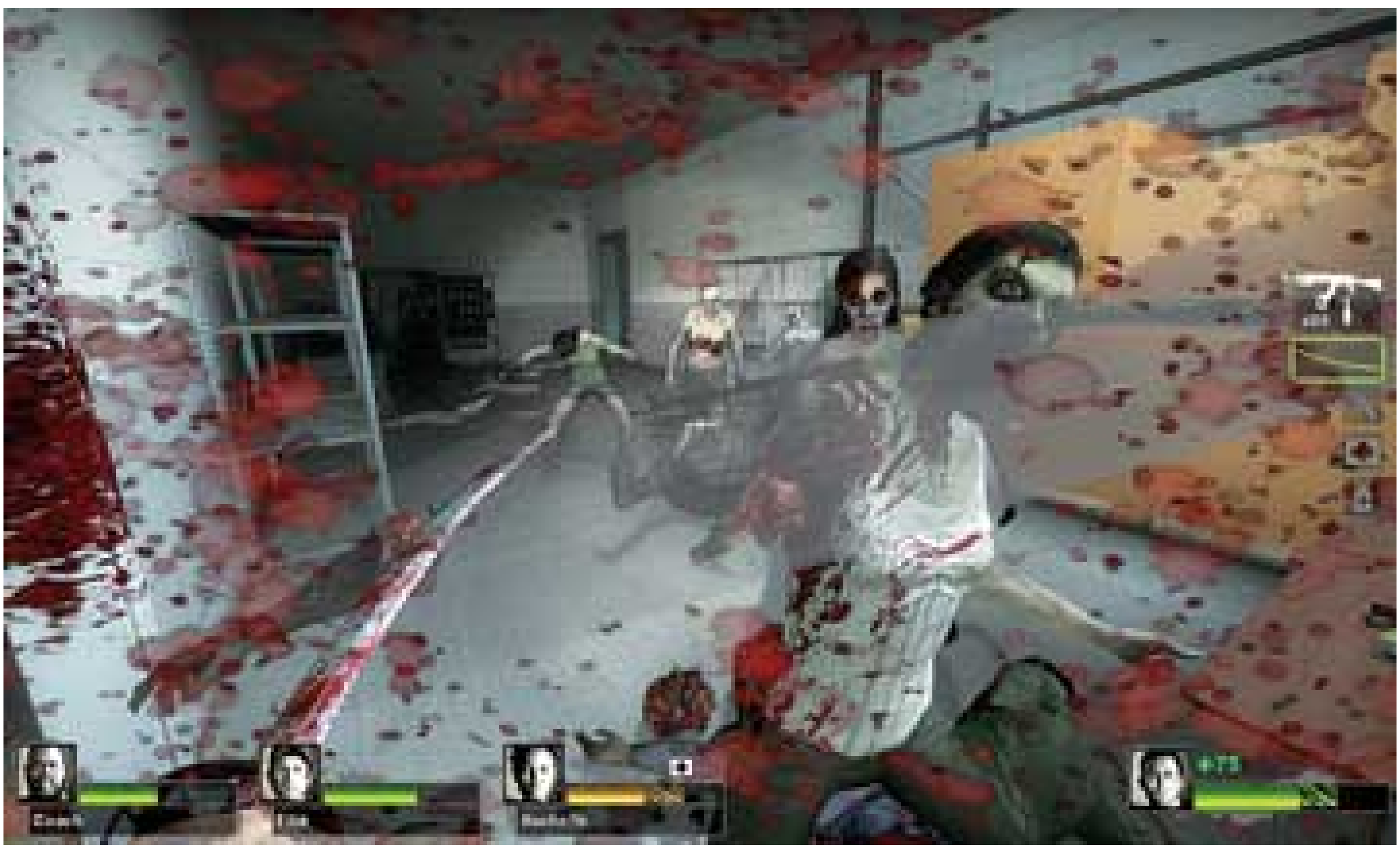
The Melee Strike (AKA the Melee Shove) is a key part of your offensive maneuvers and sometimes the only thing standing between you and becoming completely swarmed by foes.

Used at melee range, this strike knocks back a human-sized foe, which allows you to finish reloading, or to aim easily at an enemy that just charged you.

Prevent a mauling by shoving back and then aiming your firearm at the foe's head. This is useful when used in conjunction with a ranged weapon follow-up attack, as the Melee Shove only lightly damages the foe.

Use Melee Shoves if you're being pestering during a long weapon reload, when you're knocking a Special Infected off a pinned teammate, or if you're trying to kill a Boomer without being sprayed by its innards.

Guns for Show. Knives for a Pro.



See the mess you can make using a MeleeWeapon on a group of Common Infected?

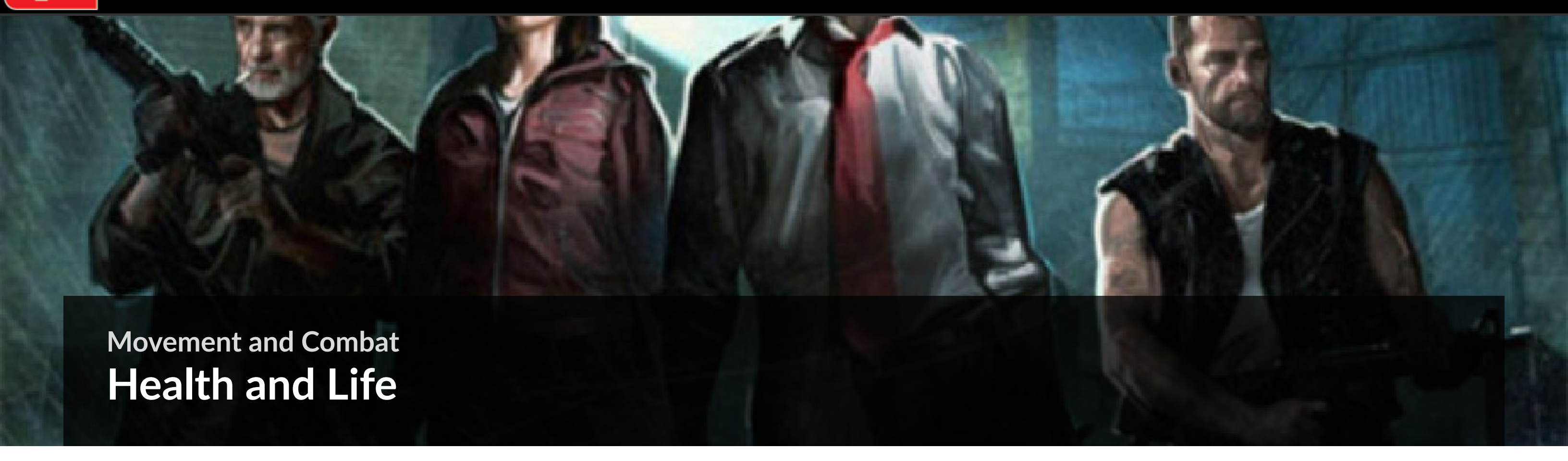
Melee Weapons are slotted on your back and provide incredibly potent tools for fighting foes in close quarters.

You can push back and then slice, bludgeon, hack, or pummel, depending on the type of Melee Weapon you've picked up.

These take the place of your Pistol weapon, although you still employ the Pistol when incapacitated. Play around with both items, and choose the one that makes sense for you.

Usually Melee Weapons are preferred for more "well-rounded" fighting (use a ranged weapon for enemies that are incoming and Melee Weapons to easily cut down foes swarming you).

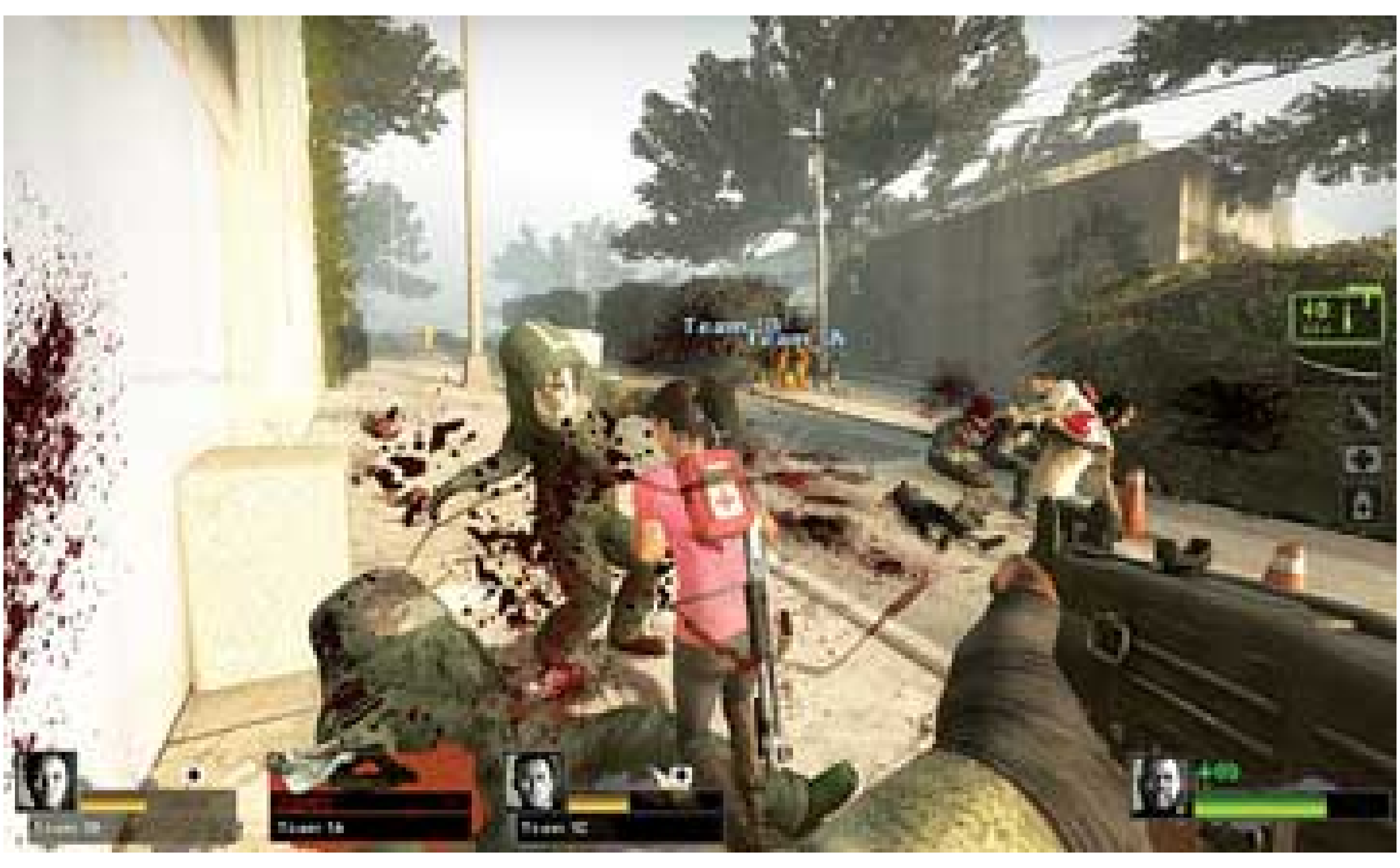
However, it's still a good idea for at least one of your team to carry Pistols.



Movement and Combat

Health and Life

Performing a Checkup



As you can see across this picture, all the different teammates are at various stages of health loss.

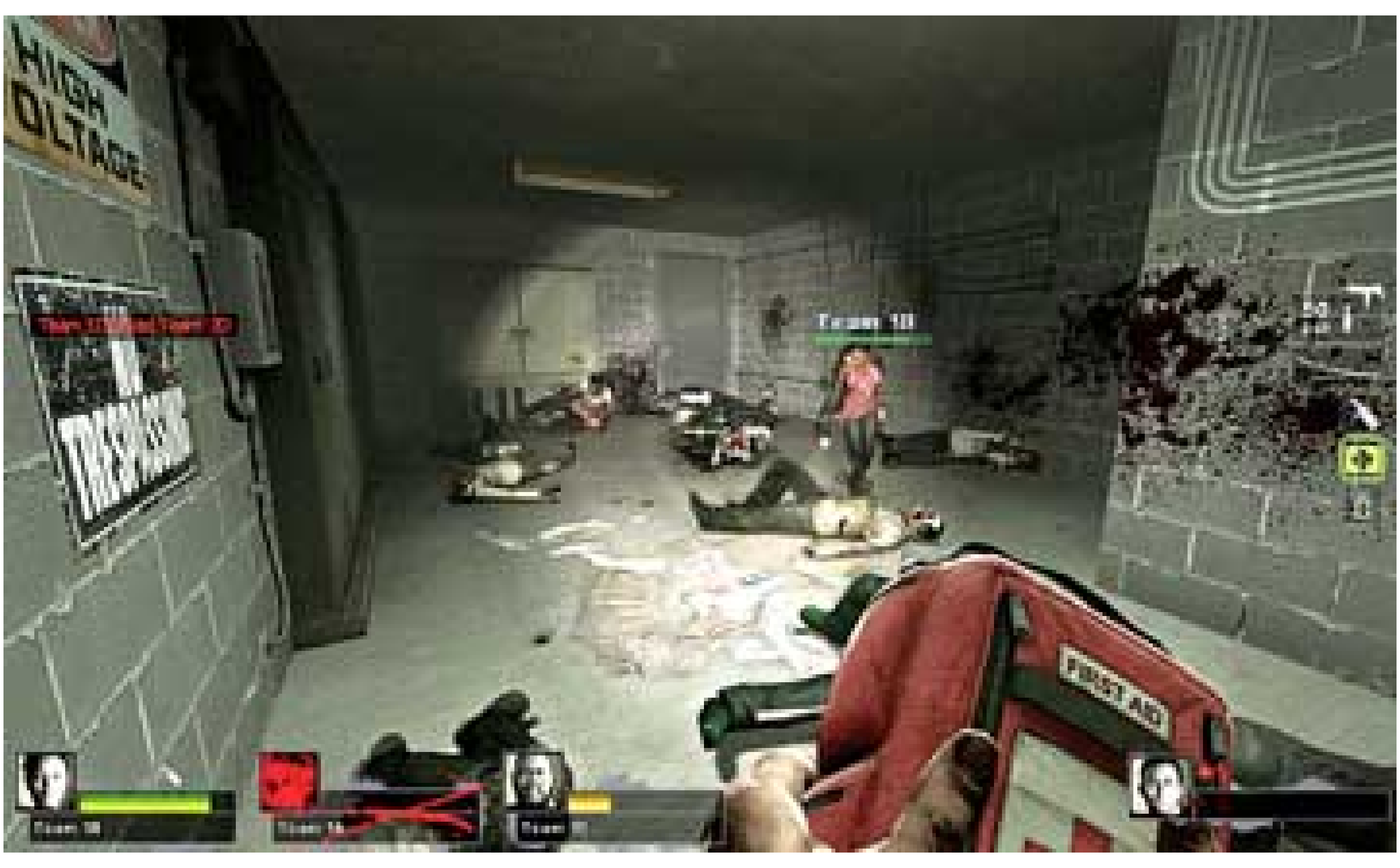
Hit Points and Health: Your general well-being is measured in terms of hit points. Every teammate begins with 100 hit points, and loses health when struck by a foe or friend, or if the player falls from a great height (usually one floor or higher).

Anyone with 50 or more hit points is considered healthy, and shouldn't worry about healing. Between 100–50, your Health Bar is green, and you aren't slowed down by your wounds.

If your Health dips below 50 points, you're considered wounded and your health bar turns orange. In addition, you suffer a slightly movement penalty. You're slowed down and can't maneuver quite as quickly.

If your Health drops below 15, you should really start to worry. Your health bar turns red, you are slowed significantly, and must seek medical attention immediately.

Health Management



Healing yourself or others involves a 5-second wait and the hope that your teammates can cover you.

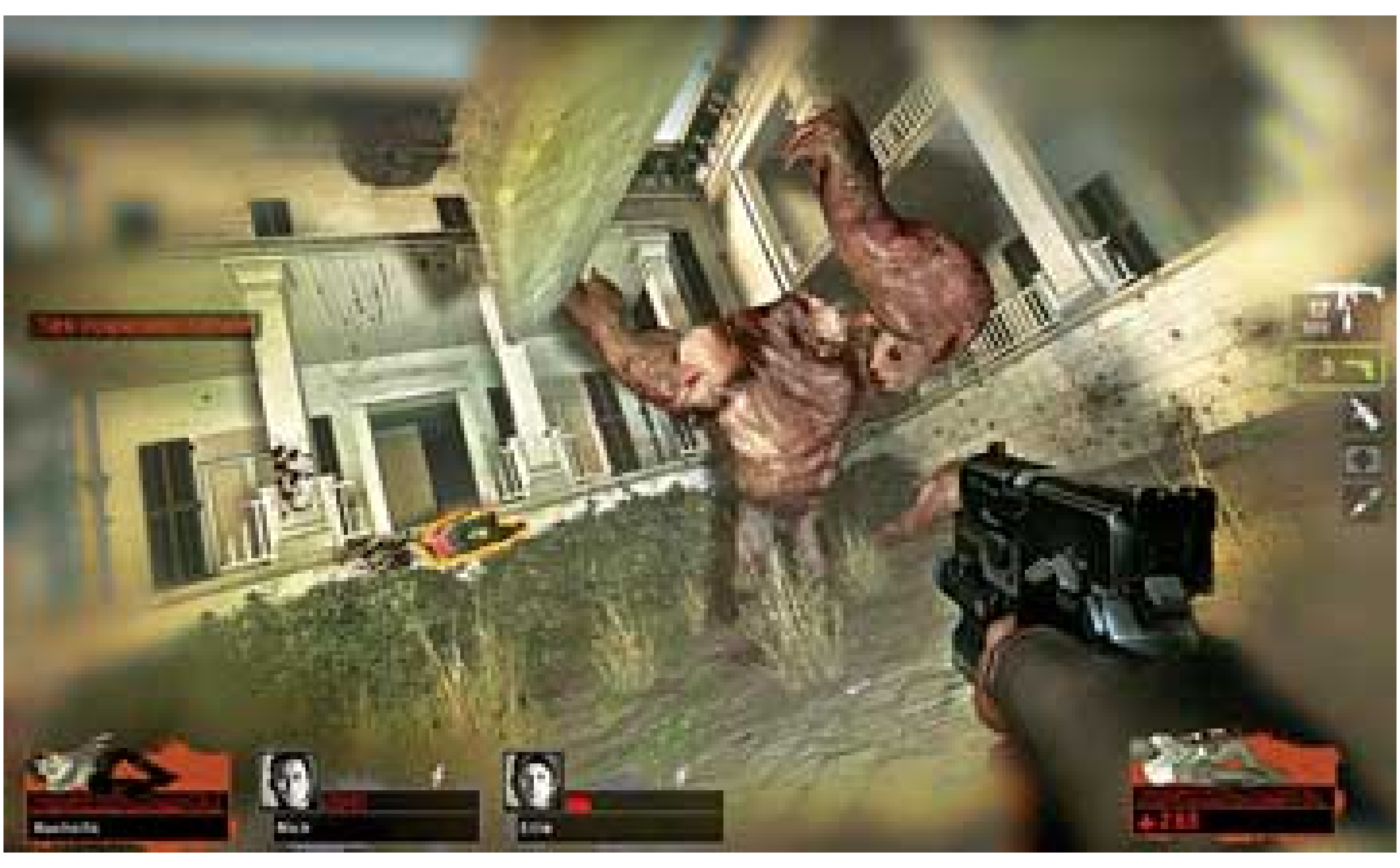
Think about healing yourself when you drop under about 30–40 hit points, and definitely when you're "in the red."

Ask your teammates to slow down so you're not left behind to die. Use a First Aid Kit, either on your back or from a teammate's, and wait around 5 seconds for the healing to be administered.

You and the healer are prone to attack during this time so ensure that someone is covering you.

You can swig down some Pain Pills (and Adrenaline) for a lesser fix, but these don't completely do the job, as you'll discover when you read up on these inventory items in Chapter 3.

Incapacitation



I've fallen and I can't get up! Crumple under a barrage of attacks and you drop, having only minutes to live.

When a teammate loses all 100 hit points, they fall to the ground and are incapacitated. The avatar portrait and health bar is replaced with an icon showing the teammate on their back, and a new health bar appears, daubed in red lines.

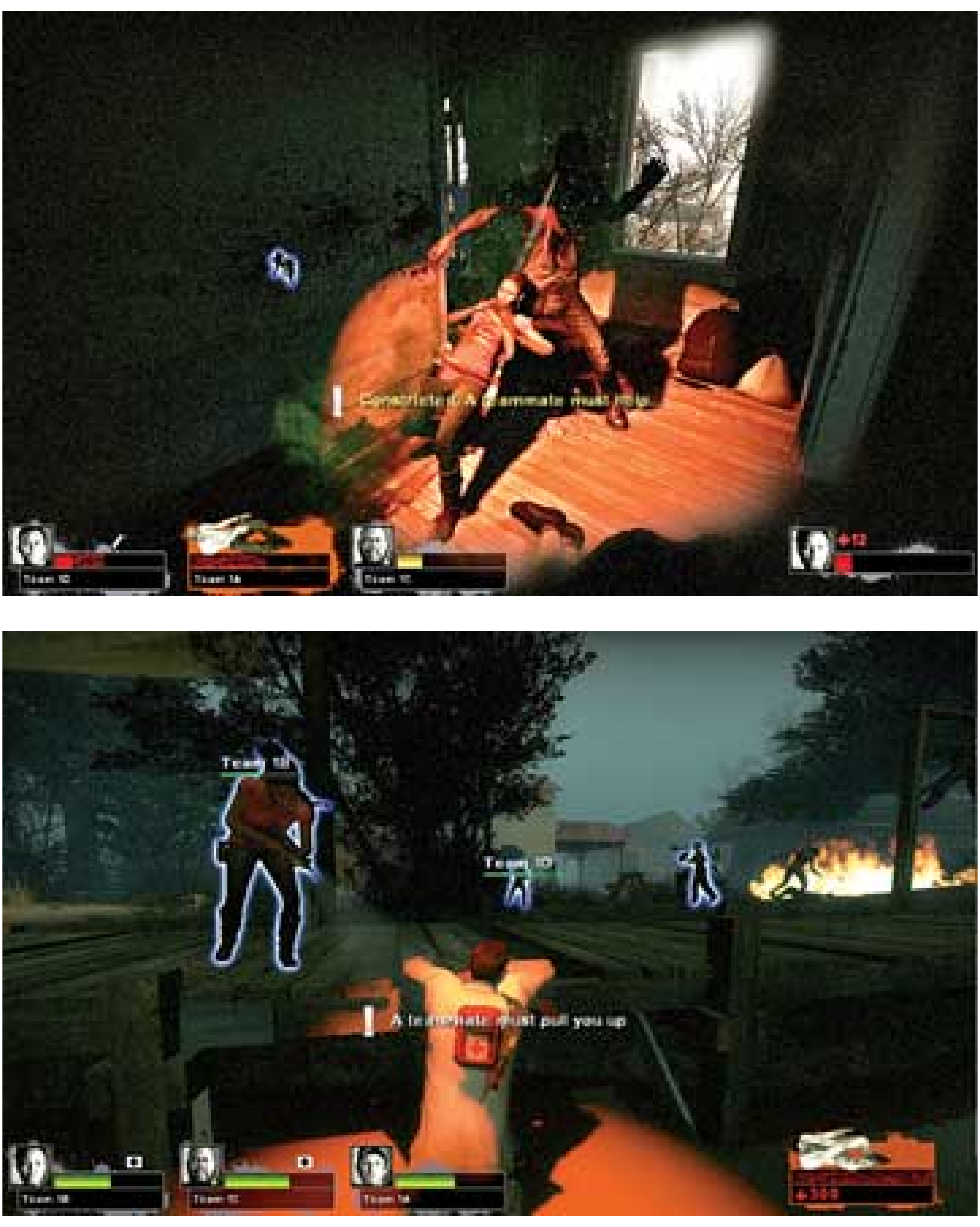
At the start of Incapacitation, the downed teammate has 300 hit points, and these slowly diminish over time, quickening if further enemy attacks take place on the prone Survivor.

A fallen friend, bathed in an orange glow, will die if this new set of hit points reaches zero, but isn't completely out of it.

The player can fire on anything they see from this ground position using a Pistol. They must be rescued by a teammate, who helps them up.

Naturally, they have to dispatch any foes in the area, or risk being savaged themselves when they reach for you. A rescued player has 30 hit points and should heal immediately.

If you are Incapacitated three times, you die. This is terminal on Realism mode (you respawn in the next Safe Room), but in Campaign, Versus, and Single Player modes, you respawn in a Rescue Closet (AKA "spawn closet") a few rooms or streets away from your position at the time of death.

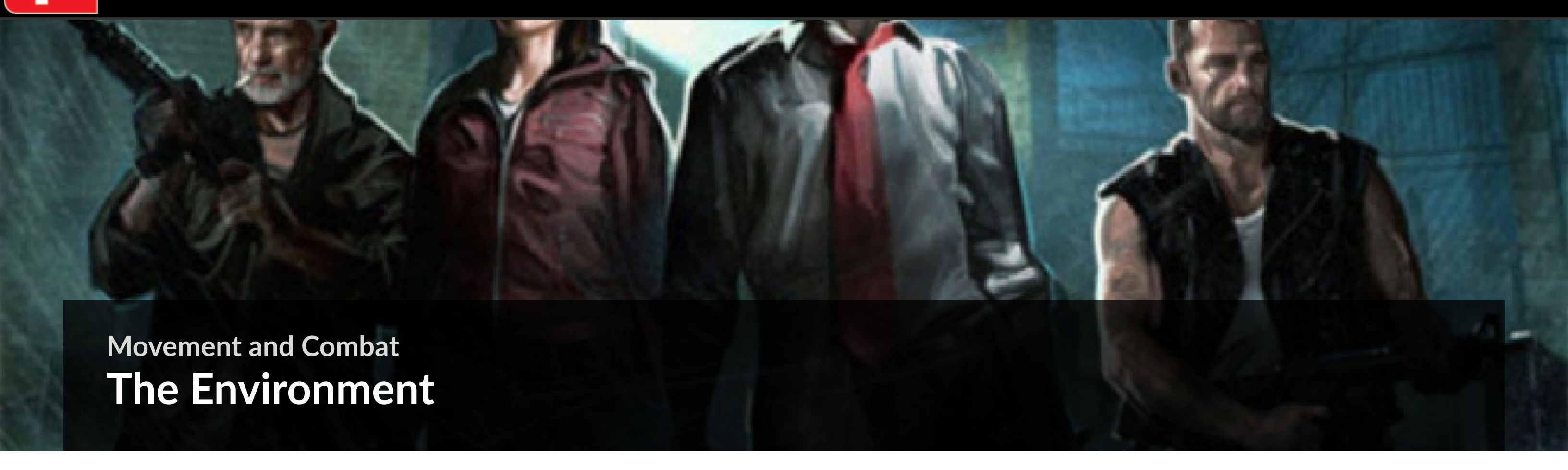


Feeling helpless? Then try not to get pinned (picture 1) or in a dangling predicament (picture 2).

One variation of being Incapacitated includes being pinned after an attack by a Special Infected (Chargers, Hunters, and Smokers perform this elongated attack).

You must wait for rescue by your teammates. Or, if you've been rammed off (or fell off) a roof, ledge, or wharf, but managed to hang onto the edge of the ground you were standing on, you're left dangling and Incapacitated.

When your hit points run out, you'll drop, usually to your death. Teammates must save you in the usual manner.

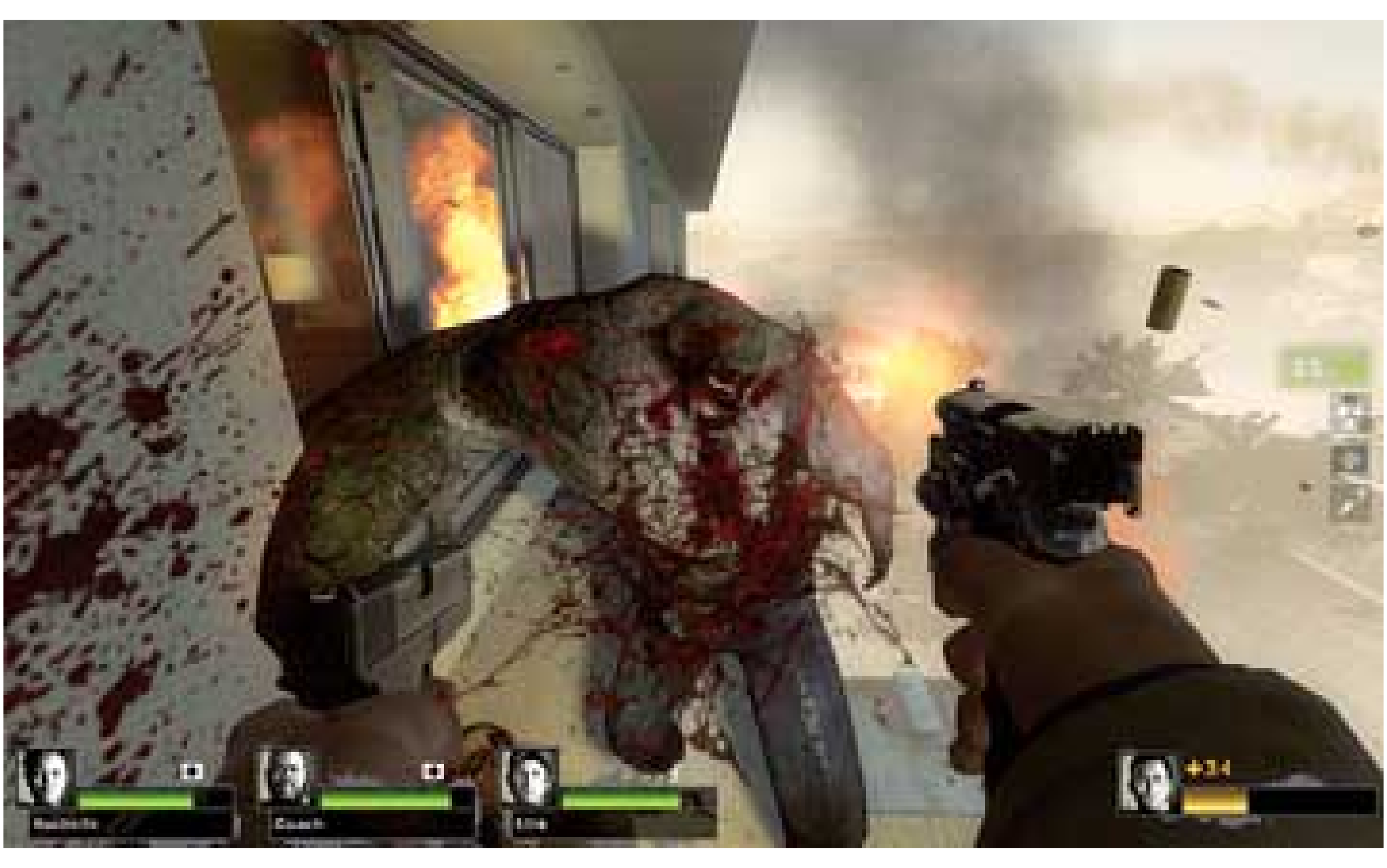


Movement and Combat

The Environment

It is important to know the general layout of the campaign you're playing through. The Walkthrough section gives you specific routes and areas to pay attention to, but there are some environmental cues you can use:

Environmental Hazards



The Walkthrough has plenty of information on the few dangers not posed by the Infected, and you should know what to do when you encounter them in the environment:

Ledges, balconies, and areas with no safety barrier are dangerous (as shown), as you can be shoved off, plummeting to a messy death or additional pain when you hit the ground.

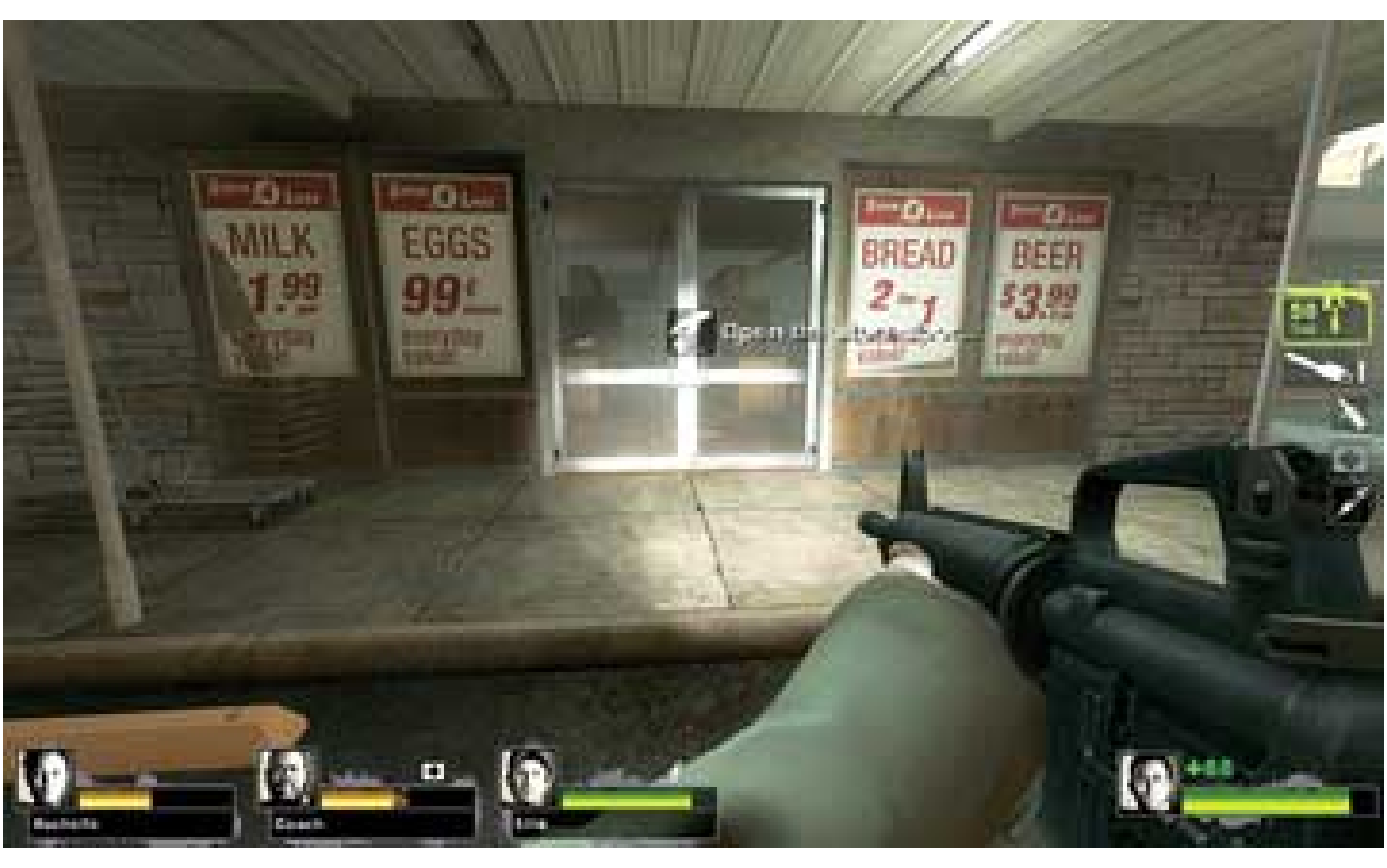
Water: shallow water impedes your movement; deep water kills you.

Areas of dense foliage (such as a cane field) make finding friends difficult (especially incapacitated ones). They also make avoiding Witches problematic.

Open windows and gaps during a corridor can be used for an ambush (especially by a Smoker).

Carnival games are a fun diversion, but don't get preoccupied at the expense of a flank attack. Let your teammates guard you.

Trigger Switches

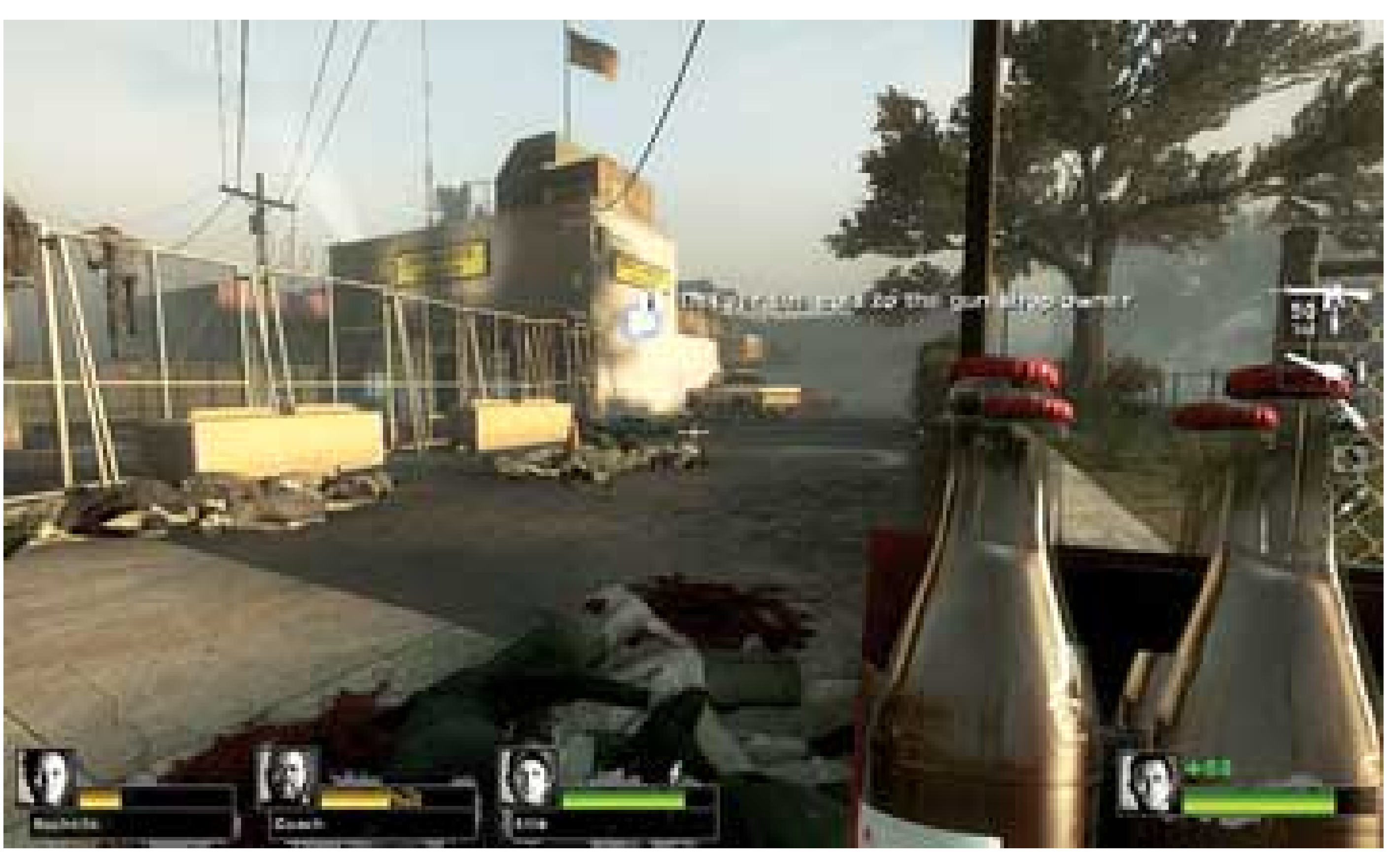


Certain locations require a switch to be pressed to release a gate, or to open up a subsequent area. The noise this makes usually triggers a Horde of Common Infected to race in.

Conversely, there are other switches you flick to turn off a noise and thereby stop a continuous stream of foes.

It is better to flick switches as quickly as possible, so you can deal with any battles sooner (as foes always appear, and you usually want to kill a minimum number of them).

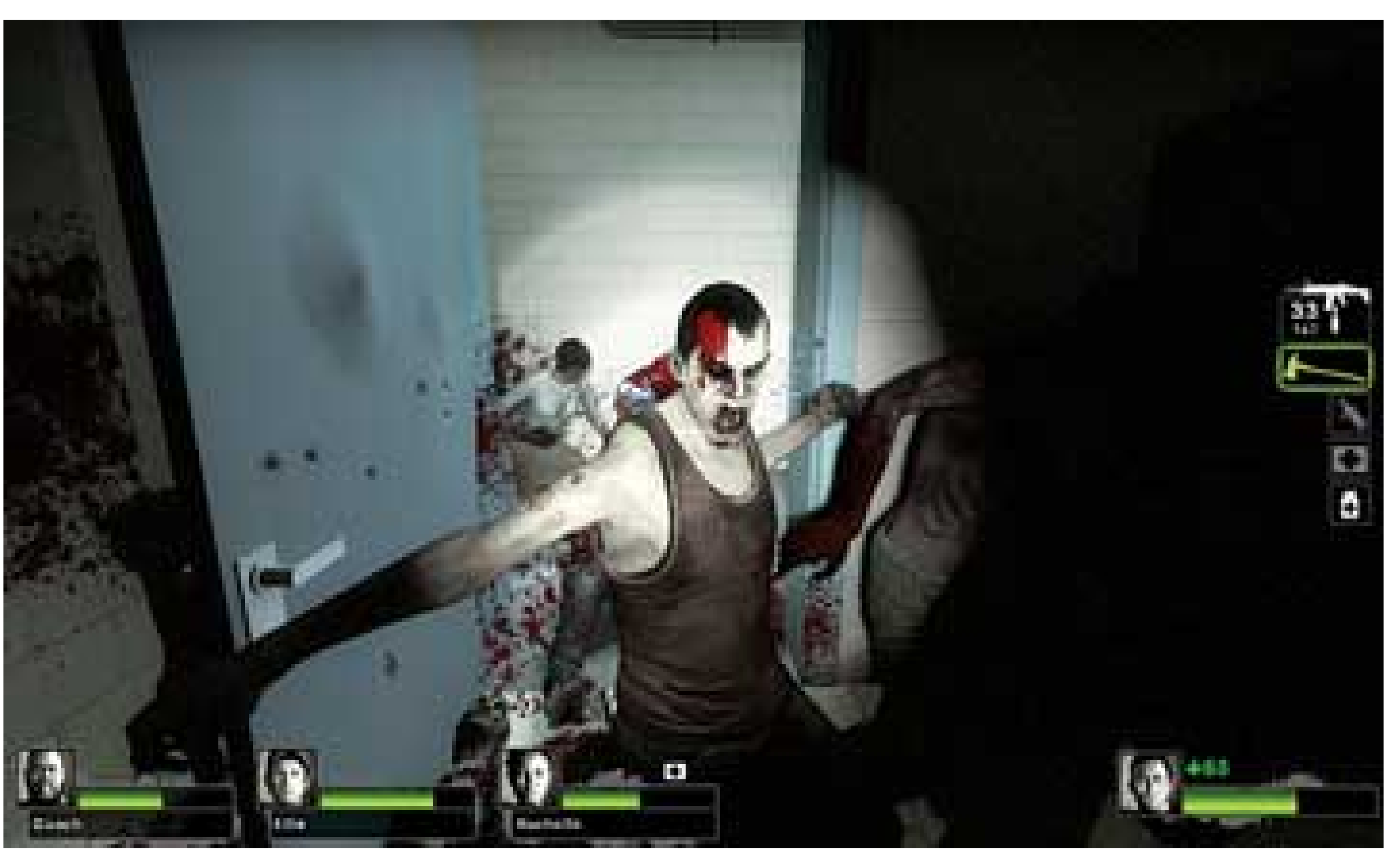
Unique Objects



During the campaigns, various objects can be carried (and used to Melee Shove enemies in front of you) to a necessary location in order to further progress in your adventure.

These include Fuel Cans (which also form the basis of Scavenge mode), cola bottles, and even a small garden gnome.

Doors and Doorways



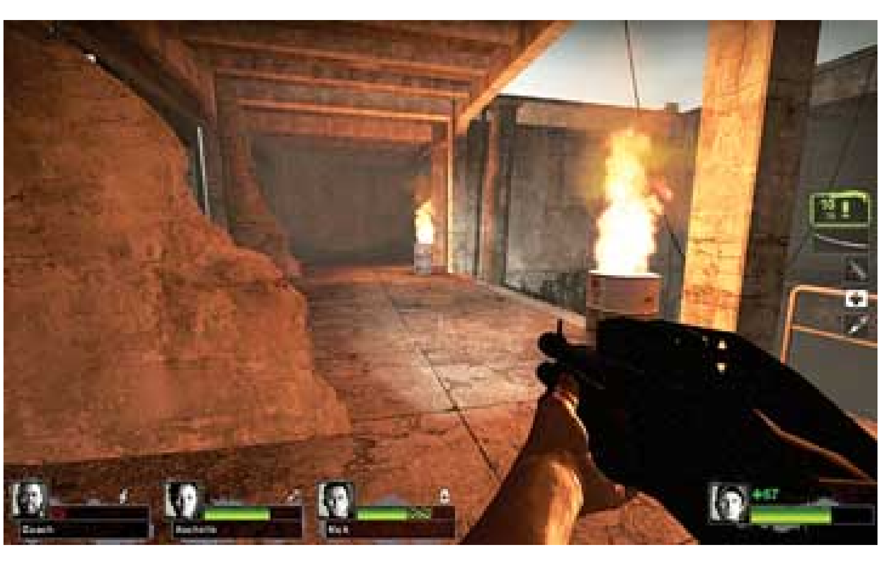
Many buildings have doors to open and peer inside, although breaking and entering is called for most of the time.

Some doors have holes in them; these were made by Infected bursting through. It is wise to close doors behind you to prevent the Infected from ambushing you.

Plus, a closed door provides a warning of encroaching foes: You can hear the door being bashed in.

Doorways simply must be entered adeptly with teammates checking both sides to avoid an ambush from your flanks.

Lighting Your Way

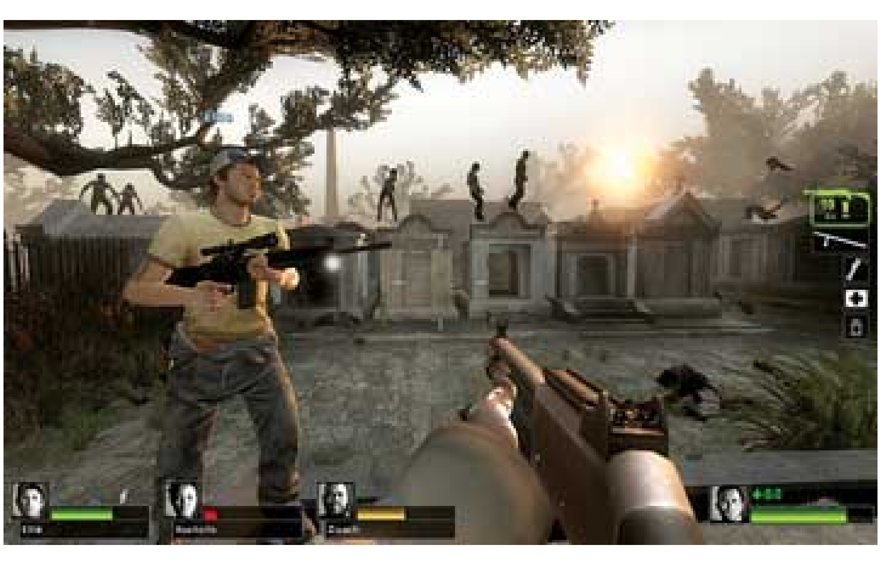


Getting lost is always a problem, especially in the gloom of the swamps or dilapidated Milltown.

Not to worry though. There are visual cues that light your way. Even in daylight conditions, it is wise to move to areas where there is a light source, whether that's a flaming barrel porch light or a floodlight near a humming portable generator.

These lights usually point you in the direction you should head to next.

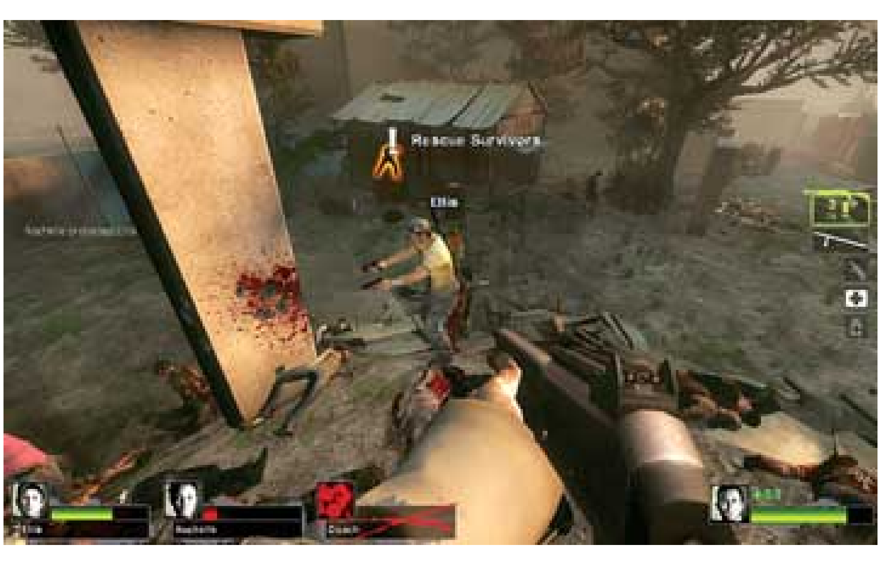
Landmarks



Without a compass, it can be easy to get lost in the mazes of streets and buildings or the swampy forest, so rely on more than a good sense of direction to aid you.

Spot an outhouse, vehicle, structure with a sign on it, stone arch or obelisk, or even the position of the sun, and use these landmarks to guide you in the correct direction.

Rescue Closets

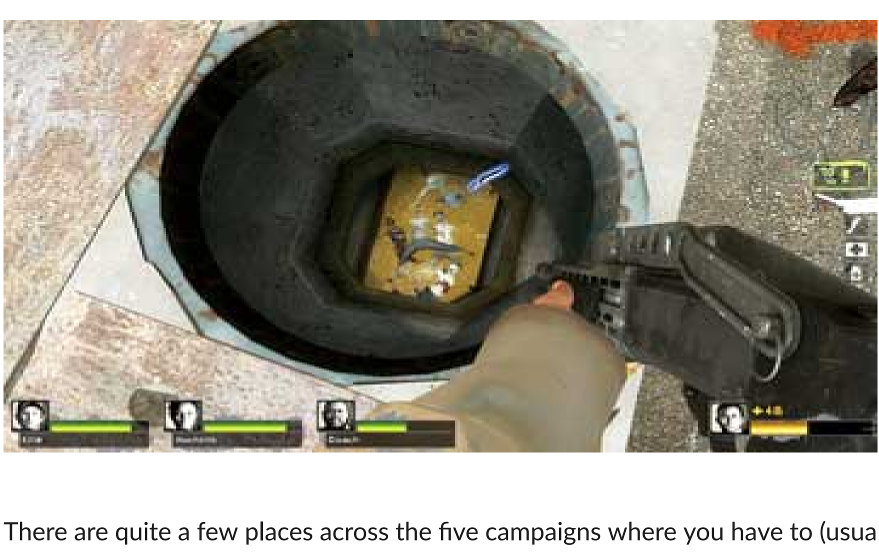


When a teammate has shown breathtaking incompetence during a Campaign, Versus, or Single-Player game, they die.

However, they soon respawn in a building or room a few twists and turns ahead of where they fell. These "Rescue Closets" (AKA spawn closets) require you to open the door to free them.

Doing so is advisable, even if you deem the player a hindrance to your team!

One-Way Drops



There are quite a few places across the five campaigns where you have to (usually) fall or move on to the next section of exploration, and can't make your way back to a previous area.

This particular part of your route is mandatory and known as a "one-way drop." Have all of your team head down the drop together, whether it's down a manhole (as shown), off the roof of a bus, or off a balcony.

If you stagger your drops, Special Infected usually corner the straggler at the rear and kill them without the possibility of rescue. You have been warned!

Survival Tips and Tricks

Survivor General Tips

To conclude this Prima primer, here is a small compilation of what is deemed to be the most important Survivor and Infected tips designed to aid you in staying healthy, in a close-knit team, and most importantly, sane.

Communicate!

Communicate with your team. You don't want to throw a Pipe Bomb at the same time that someone else does, just as you don't want to run in front of someone firing a Grenade Launcher.

This is best achieved through use of a microphone, as the in-game messages are a little slow to utilize during a fast-paced game.

However, vocalizing commands is great for quickly relaying information in your character's voice; use this constantly to point out threats or items.

Organize!

Organize your plan at the start of a game, ideally in the Lobby beforehand. Make sure everyone knows their roles, and elect one player as the leader responsible for tactical decisions and which routes to take.

Vary Your Weaponary

Choose a different array of Primary Weapons, such as a mixture of Shotguns, SMGs, Assault Rifles, and Sniper Rifles.

A balanced set of guns helps out, but so does knowing the topography of the area you're about to run through.

It is usually better to pick only one player with a Sniper Rifle, as most combat takes place at medium and close range.

Know your Team

Unless you are very familiar with your friend's handle,always refer to particular Survivors by their name (Coach, Ellis, Nick, and Rochelle), as it's easier to remember during the heat of battle.

Heal!

Share the Health. Don't horde First Aid Kits because four players are always stronger than three. You're playing this as a team, not as individuals, and handing over Pain Pills is a small price to pay for good team morale and extra strength in numbers.

Keep Moving On

Standing around and battling usually results in your team being overwhelmed. If you languish in an area, you should expect another wave of foes.

Continuously push forward to your next Safe Room or goal, but don't separate or you'll be picked off easily. Keep an eye on your team, too. Don't let walls separate you or you'll also be attacked more easily.

Ledges, Drops & Hallways

Stay as far as possible from ledges. These hazards can cause falling damage, death, or separation from the team.

At one-way drops, the entire team must drop together or someone might get caught in a position where they can't be rescued.

In long, narrow hallways, don't move too close together or all of you could be knocked over by a Charger, or vomited on by a Boomer or Spitter.

Defeating The Tank

When facing a Tank, set it on fire with Molotovs or Fuel Cans and then run away. Incendiary ammunition however, will not keep the Tank on fire.

Stay away from cars, forklifts, hand trucks, dumpsters, and logs when the Tank is around.

Witches

Bile Bombs don't work well against Witches, as they race to you faster than Common Infected can get to them.

Listen

Keep an ear out. Each Special Infected has their own musical motif that plays from their location and changes depending on their distance from Survivors.

Headshots

Headshots always do more damage to any foe. Aim at craniums to minimize the time you'll spend tackling an enemy.

Survival Tips and Tricks

Infected General Tips

Work Together

Work together, combining your attacks instead of merely minor annoyances by a single Special Infected attacking one after another.

Boomers and Spitters can hit their targets more accurately when a Survivor has been pounced on by a Hunter, charged by a Charger, or pulled by a Smoker.

Use The Environment

Wide-open spaces are the safest areas for Survivors. Save your attacks for tighter locations such as hallways, interior rooms, and around corners.

Long narrow hallways or stairways are what the Charger's limited brain capacity deems an optimal attack point. Wait for all the Survivors to be in line and then round the corner to Charge.

Spitters can stay up on rooftops, out of reach, and continue to pester Survivors.

Maximise The Tank

When a Tank spawns, Infected brethren should stage their attacks when Survivors are all preoccupied with the gigantic, pink, lumbering entity.

Players who control the Tank should always look for objects that they can strike, since anything that hits a Survivor causes instant incapacitation.

Tanks can throw concrete at Survivors to ease their aggression meter. They can also attack and then retreat to wait for Infected brethren to respawn, as long as they can throw or attack before the meter runs out.

Lurking & Waiting

Special Infected should lurk in areas humans can't reach, using the "claw pathways" to scale to rooftops, balconies, high ledges, and other ambush spots.

You should also make the most of other terrifying combat situations: Stand near Witches or cars with alarms to entice Survivors to shoot at you and wake a Witch or raise an alarm. Another optimal point to attack is during a Horde swarm.

Targeting

Choose the Survivor away from the pack, or the one with the lowest health, or one that's already incapacitated. One dead Survivor is usually better than four wounded ones!

Survivors

The Cast

The following information details a short personal history for each of the four Survivors, before a brief study (including strengths and weaknesses) of all the different, hideous, baying, grotesques known as the Infected.

Coach

Coach has a big heart, a positive attitude, and a wicked swing with a chainsaw. After a knee injury ended his career as a defensive lineman in college, Coach salvaged his degree - barely - and landed a job teaching health at the local high school in his hometown of Savannah.

Working as a defensive coordinator for the freshmen team might not be the best first step to landing a pro coaching career, but it's come in pretty handy in guiding a group of Survivors to safety.

Ellis

Ellis is a mechanic with a love of life, a firm belief in his own immortality, and the ability to treat any setback as a fun dare to impress his friends.

Born and raised in Savannah, Ellis divvies up his time working at the local garage, hanging out with his buddies, and dropping by for Sunday dinners with Mom - why would anybody want to live anywhere else?

Then the zombies had to go and spoil it. Now Ellis is looking for new things to occupy his time, and finding plenty. It turns out the zombie apocalypse is one big dare, and there's no shortage of crazy stuff he can try to impress his new buddies.

Nick

A lifetime of drifting from city to city, finding back-alley card games, and trying to stay out of jail has taught Nick two valuable lessons: Don't trust nobody, and look out for number one.

He had come down to Savannah looking for some gullible fish on the riverboat gambling cruises.

Instead he found a city about to be engulfed by infection and three new friends he's going to have to learn to trust if he wants to survive.

Rochelle

A take-control, no-nonsense personality, Rochelle is eager for life to get back to normal, but realistic enough to know that might not be any time soon.

As a low-level associate producer for a big-name news station, Rochelle's job mostly consisted of lugging cables and fetching coffee.

But when the outbreak hit and staff started calling in sick, Rochelle got her break: producing a segment from Savannah about the evacuation center located there.

She was still setting up the cameras when her big story became a war zone. But she's not letting go of her dream job.

Surviving a zombie apocalypse is just something else that she can use her wits and drive to produce the hell out of.

The Infected

Your targets are humans still clinging to some semblance of life, but are antisocial to the point of reasoning. In fact, thanks to the mysterious viral outbreak, these entities (now making up the bulk of the population) are quick, ravenous beasts. They range from groups of Common Infected (the most "human" of the foes, known colloquially as "zombies" and the "undead," despite the lack of accuracy in those descriptions) to Uncommon Infected (five main types of Common Infected that appear only in a specific Campaign and have a special ability) to and Special Infected (eight more powerful entities with particularly aggressive mutations and abilities). Let the culling commence!

Tip

Shoot them in the head! If there's one overriding piece of advice to give, it's that you want to see soggy craniums exloding over and over again, because it is the fastest way to dispatch these abominations. Headshots allow you to take down foes faster thean aiming anywhere else on the infected's form.

Common Infected

The bulk of your killing involves dispatching these foes, which are reasonably weak singly or in groups of two or three, but a real problem when they arrive en masse in a large swarm known as a Horde.

A Horde is well over a dozen foes, with more constantly streaming in until a noise is abated, or the Survivor targets flee the area.

Common Infected are attracted to light (so Flashlights on your weapons help beckon them over, into your sights). Try having some of your team "lit up" to attract foes while others provide cross fire from safety). Common Infected also react to sounds.

These attracting sounds can be the beeping of a Pipe Bomb, a car alarm, or other noise, such as an engine sound, a hatchway opening, or some other audible noise.

These noises attract a mass of foes and usually the Horde. Back up your team by staying close to them so none of you is overwhelmed.

Common Infected also run to Boomer Bile, which is vomited by that type of Special Infected or used as projectiles after being collected in vials.

Survivor stances and weapon use affect your chances of victory. When a few Common Infected are roaming, you may want to switch from a Primary Weapon to Pistols (or the Magnum) to conserve your main weapon's ammunition.

Headshots usually take one or two bullets to dispatch a Common Infected, no matter what the ranged weapon.

Long-range weapons, or those with good accuracy, are recommended for use when you first enter a new location and you can see a few Common Infected shuffling about. Drop them before you reach them!

Melee Weapons are extremely useful (many swear by them, and also swearing ecstatically when using them) during close combat, or after being surrounded by a Horde.

Produce your chosen implement and hack away, turning on the spot to defeat any foes behind you or to the sides.

This cannot be understated: Melee Weapons are a lifesaver during Horde swarms, or after you're covered with Boomer Bile.

Secondary alternatives are Shotguns or other ranged weapons that have excellent short-range potential.

If you don't want to use Melee Weapons exclusively, you can have your team stand in a number of defensive postures, such as with teammates at the front crouching (so they aren't shot at by friendly fire), and those behind standing—all blasting away. Do this up against a wall or in a corner until the Horde threat has been defeated.

Another defensive posture is behind a narrow location that the Horde must run through. "Funneling" the enemies like this is helpful as you can blast away at a specific location (usually through multiple foes in a row with powerful firearms), place an explosive object there, or just stand and hack with a Melee Weapon and watch those zombies fall.

An example of a funneling location is the hatchway at the downed aircraft during Swamp Fever.

You can also try placing obstacles between you and the Horde. Shut doors in a room you're in, so foes take time to bash their way in.

You can tag foes with impunity through the bars of the Safe Room doors, too. The problem with these plans is that attacks will continue indefinitely, so advance during a lull in the action.

Finally, Common Infected are used as a swarming "weapon" by Special Infected during Versus Mode.

Moving to attack enemies already engaged in a frantic fight with a Horde, picking off stragglers preoccupied with Common Infected culling, and having Common Infected swarm a foe grabbed by a Special Infected to act as "bullet sponges" are all viable plans for those playing as Infected in Versus and Scavenge modes.

Survivors should react by removing the Common Infected threats, for example, you can coat the Special Infected with a Bile Bomb (so Common Infected turn on them), or lob a Pipe Bomb to remove Common Infected from an area. This allows Survivors to challenge Special Infected more easily.

Bile Bombs, recently discovered projectiles, are very effective in many ways. When you throw them, all nearby Common Infected gather around its green gas cloud.

This makes it easy to clear areas and kill them. But the real fun comes from hitting a Special Infected with a Bile Bomb and watching the Common Infected turn on their Special brethren!

You can even throw Bile Bombs into a group of Common Infected so they attack each other!

The Infected

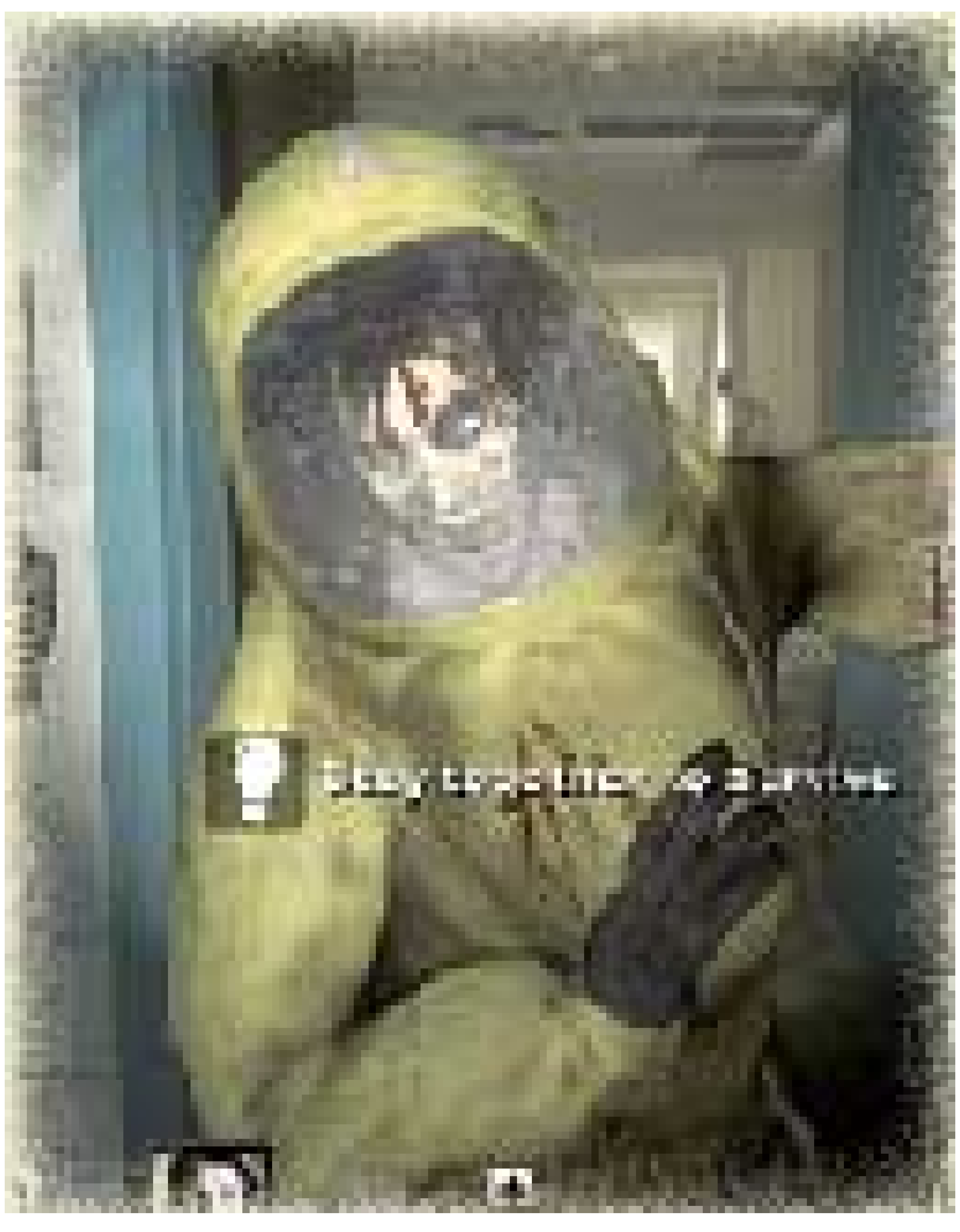
Uncommon Infected

Sometimes the location or specific atmospheric conditions of a place affects a minority of the population and they roam a particular area alongside the general population of Common Infected.

These oddities are known as Uncommon Infected (AKA "Uncommon Common"). Each of the five campaigns has its own Uncommon Infected, which has the same behavior, health, and lack of higher brain functionality as the Common Infected.

Here's how they differ:

CEDA Agent



Campaign: Dead Centre

Strengths: Immune to fire.

A government agent clad in a once-protective (but bulky) hazmat suit, this shambling entity arrives in a variety of suit colors, all of which are flame resistant.

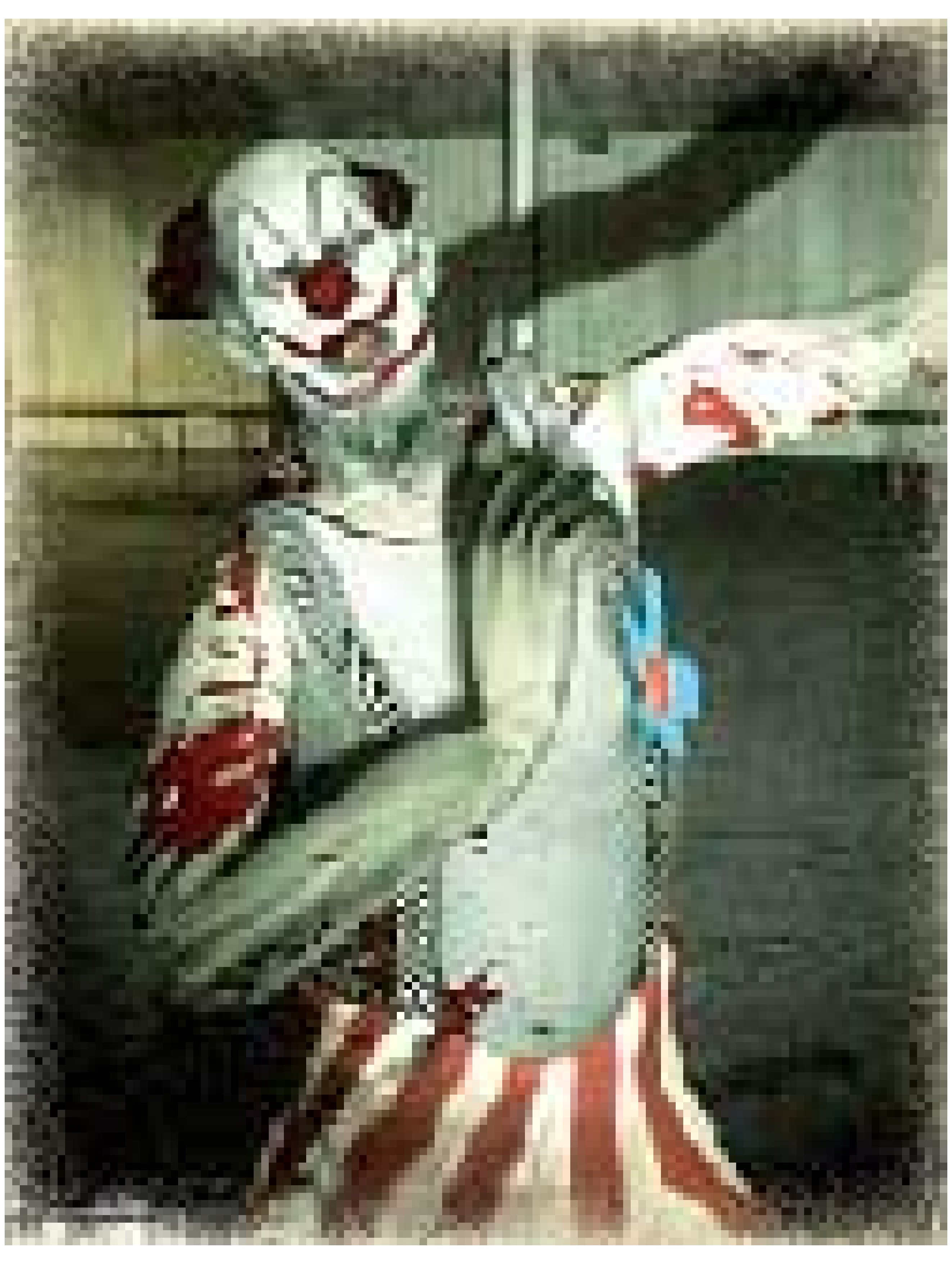
This means that the Molotov projectile is useless against these foes. Use any other attack to defeat them: Shooting them in the head or damaging them with Melee Weapons is encouraged.

The CEDA Agents also carry Boomer Bile (a projectile weapon known as Bile Bombs). If you have an empty inventory slot, look for the Bile vial on the Agent's corpse, pick up the Bile, and use it later.

Note

Reports indicate that the reanimated corpse of a racing driver by the name of Jimmy Gibbs Jr. may be roaming the confines of the Liberty Mall, using strange, base-memory functions and an odd homing instinct to reunite with his car, the Blue 22. There have been no official sightings so far.

Clown



Campaign: Dark Carnival

Strengths: Amusing Squeaks and honks; common infected attraction.

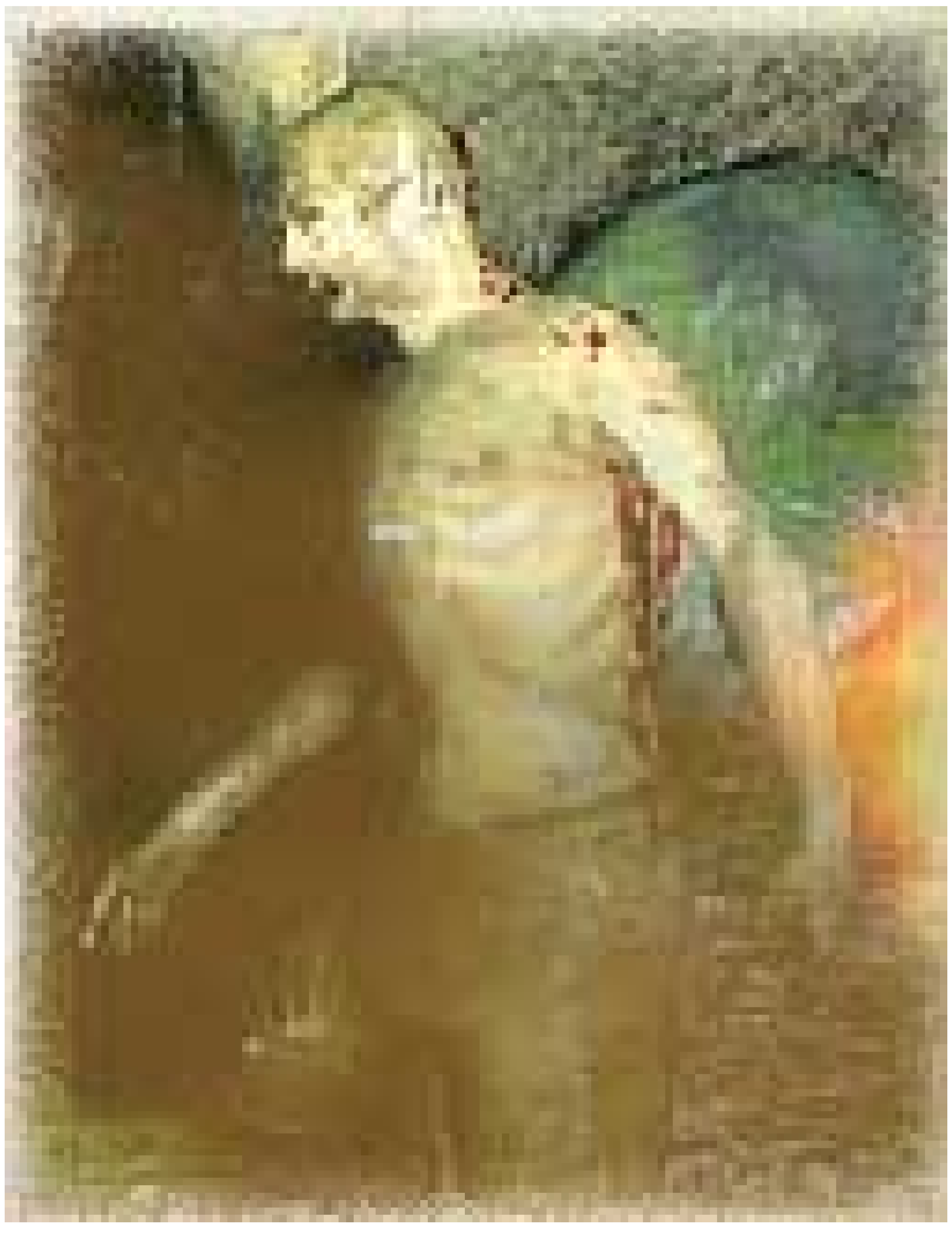
With squeaky shoes that summon Common Infected behind them, these ravenous fairground workers offer a horrific and humorous takedown opportunities.

Although susceptible to all attacks that damage Common Infected, Clowns usually bring a "posse" with them, thanks to their choice in oversized footwear.

This means you're likely to encounter more Infected when Clowns are about, and you can watch them "gather" Common Infected behind them.

They also have a nose that honks, but only if you Melee Shove them.

Mudman



Campaign: Swamp Fever

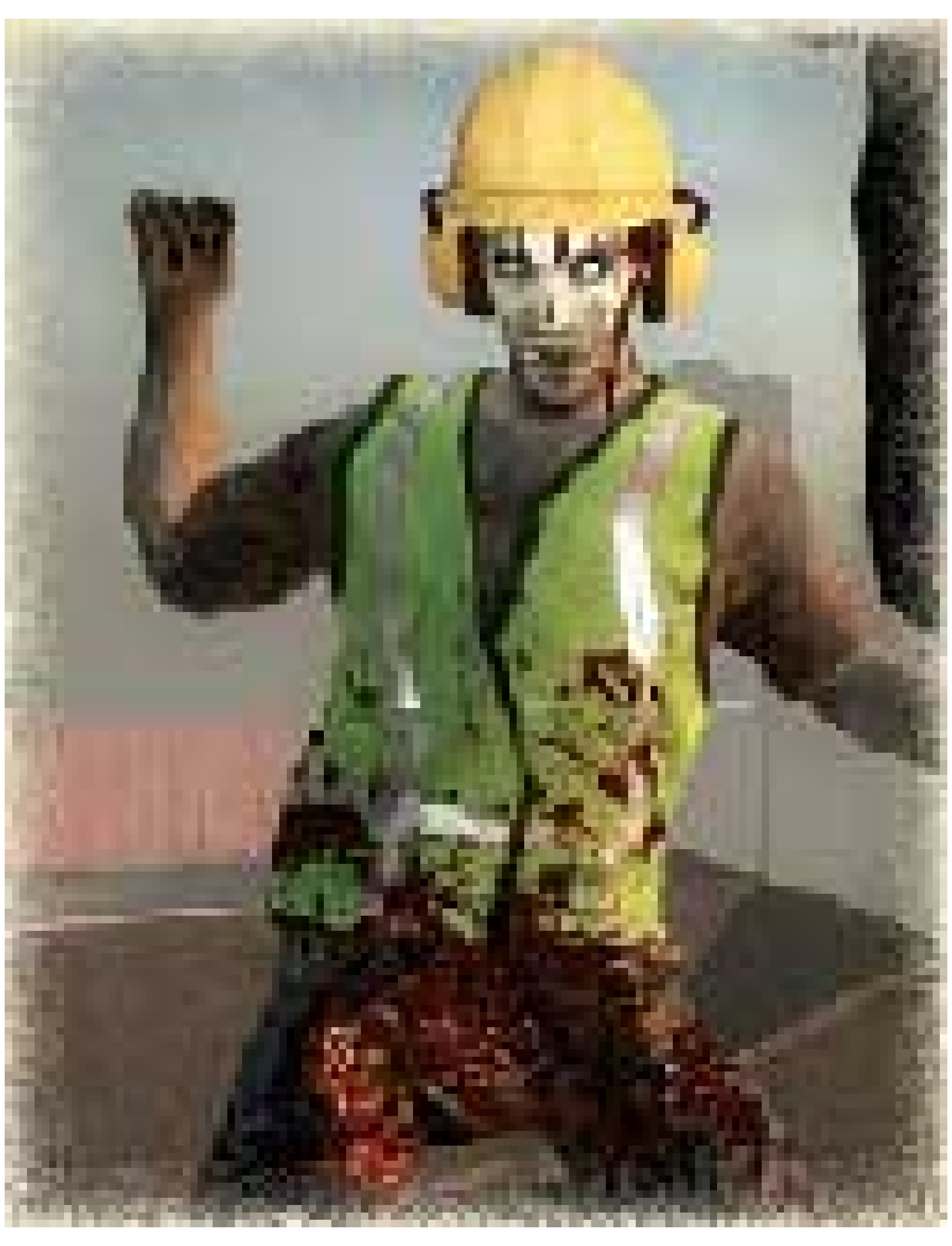
Strengths: Unimpeded by marsh water; mud-throwing capabilities.

At home in the murky marshland and ready to impede your progress as well as your vision, this muddy maniac uses flung mud (at least, you hope it's mud and not a dirty protest) and rotting claws to make a point.

Mudmen are faster than Common Infected as they move on all fours, so fire on them instead of attempting to outrun them.

Their attack coats your vision with mud, but this is more of an inconvenience that a real threat. Dispatch Mudmen as you would a normal zombie, using Melee Weapons if your vision is too blurred to see your team.

Road Crew



Campaign: Hard Rain

Strengths: Wear noise-muffling head gear, and therefore immune to Pipe Bombs and Bile Bomb clouds.

Construction workers driven rabid by viral infections or worse litter the landscape in the milltown and sugar mill locales.

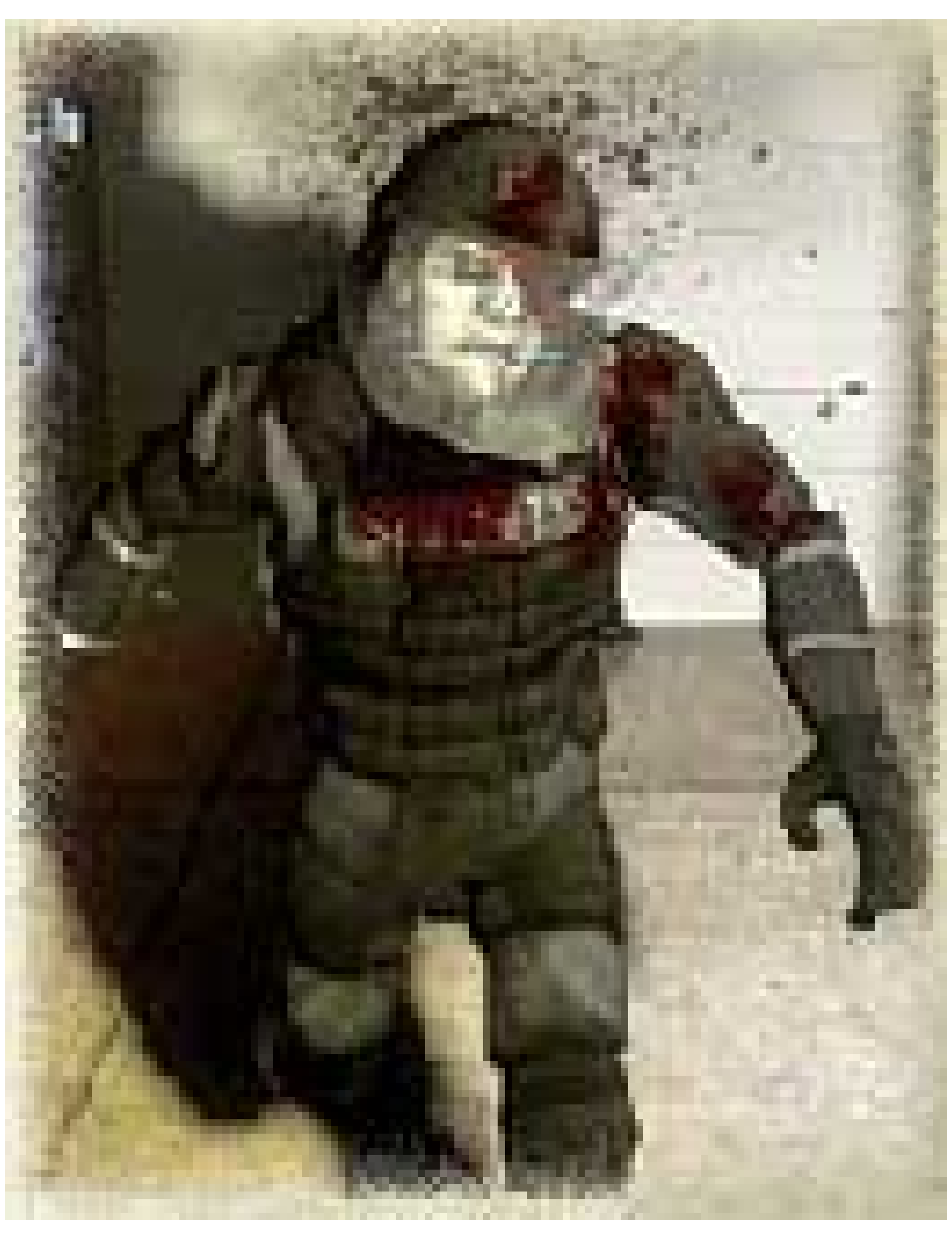
They may be extremely visible with reflective jackets (and eyes), but their helmet gear covers their ears.

This means they pretty much only react to movement they see. You can sneak past them if they're looking the other way, even if you're engaged in light combat.

Road Crew Infected do not swarm a Pipe Bomb when it is thrown, or a Bile Bomb cloud (only the target). These projectiles are useless unless you aim them so they land within the vicinity of this zombie type.

They can still hear car alarms and run to targets with bile on them, though.

Riot Guard



Campaign: The Parish

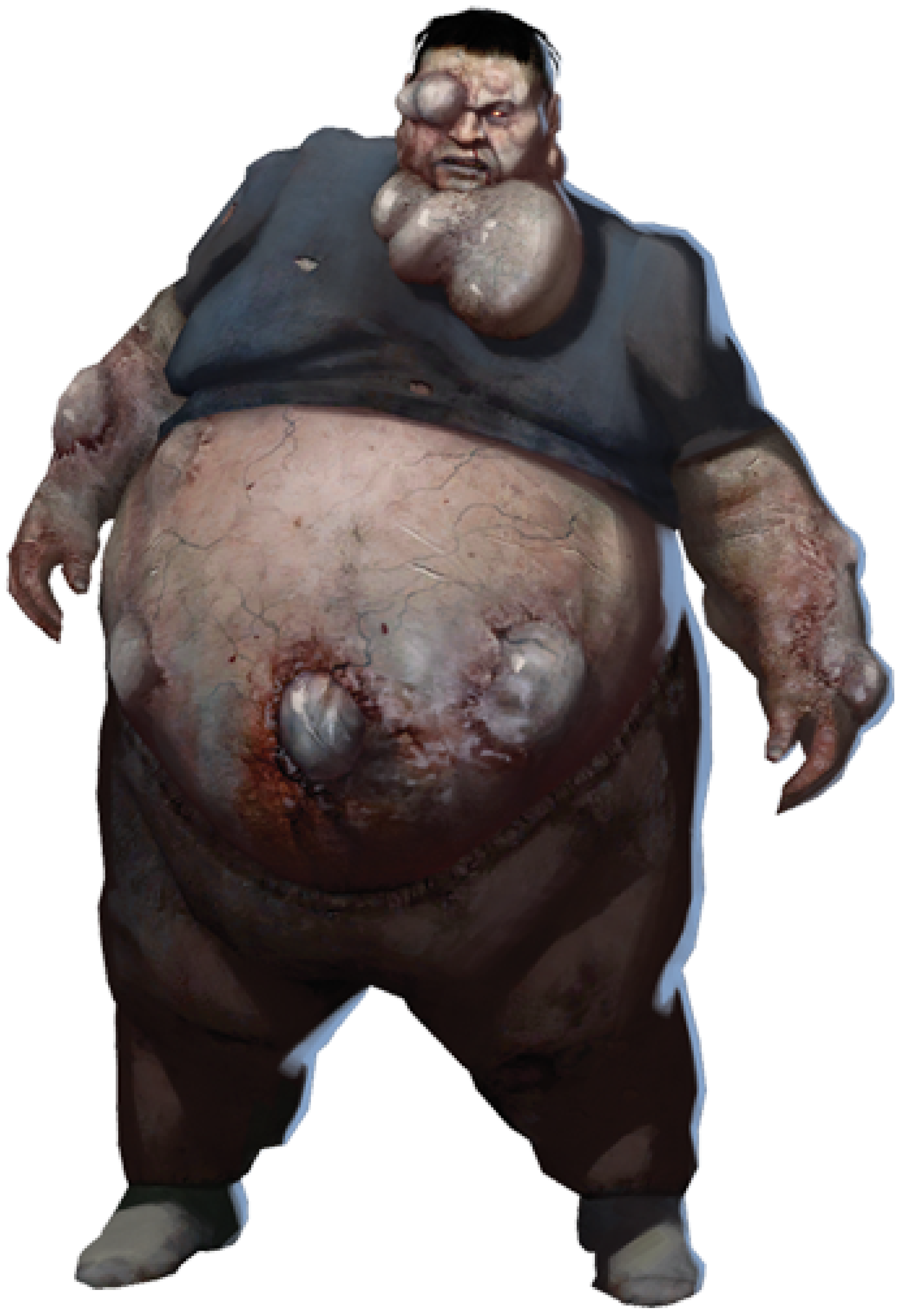
Strengths: Wearing bulletproof uniforms; impervious to weapons from the front.

Rent-a-riot-cops aren't officially part of CEDA, but this government agency hired them to provide crowd control and gave them bulletproof uniforms to make them feel like real police.

Of course, the extra protection this offers the rabid form of the Riot Guard means their fronts are able to withstand even close-range blasts and slashes.

The best method of killing them is to inflict damage when they're turned around, either after you've inflicted Melee Shove, or when they attack another teammate and you can target their backs.

The Boomer



Primary Attack: Vomit (medium range)

Secondary Attack: Claw (short range)

Strengths: Blinds it's victims; extremely potent when attacking with other Special Infected

Weaknesses: Useless at range; ineffective claws; vomit takes a long time to build back up.

Audible Clues: A gurgle means a Boomer is closing in.

Description: The fat, plodding Boomer is helpless at long range, but in close quarters, he (or she) can vomit a thick green Bile at unsuspecting Survivors, which temporarily blinds them.

This has the added “benefit” of signalling any nearby Common Infected to attack. When a Boomer is killed, he (or she) explodes in a shower of Bile, covering any Survivors within range.

Tactics For Survivors

- A Boomer usually announces its presence with a thick discharge of vomitus, but listening for panting, belching, and gurgling sounds alerts you early enough to prepare for this entity. Attack using a ranged weapon, but ensure that you and all of your teammates are out of the range of the explosion!
- Be sure to Melee Shove a Boomer to a safe distance before shooting one. Don’t do this constantly, as continuous Melee Shoves result in a close Boomer death explosion. If you’re caught in the shower of an exploding Boomer, you’re coated in Bile, which is just as problematic as the vomit.
- Aside from causing temporary blindness, Boomer bile attracts the Horde, so expect to have a mass of Common Infected to fend off as your vision returns. Due to this dangerous outcome, retreating out of vomit range or stepping into a defensive location to hide is recommended. Once the vomit occurs, step out and blast the Boomer. When a Boomer appears, fan out as a team, so the Boomer can’t vomit on more than one of you (at the very most).
- React when being vomited on by immediately switching to your Melee Weapon and begin to slice and spin around to maximize your constant melee attacks. Sometimes, such as in the close corridors of the hotel (in the Dead Center Campaign), it is actually helpful to get vomited on, because you can slice or stab your way through the Horde quickly and effectively as you progress.
- Firing after being vomited on is the biggest concern—not for you, but for your teammates, who may be caught by your blind firing. Ranged weapons should not be used until your sight begins to return. The other problem the vomit causes is that it stops you from being able to make out the outlines of your teammates, so stay close to a friend who’s coated in Bile so they don’t freak out and think they’re alone!
- Help out a colleague who has been struck by vomit by hacking at the Horde yourself, and lob in a Bile Bomb or a Pipe Bomb so the Horde switches to swarm another area. When blind, remember where your nearest wall or defensive position is and move to it, so the Horde is only attacking you from 180 degrees, rather than all around you. Then crouch so your friends can blast at zombie heads and not yours.

Tactics For Infected

- The Boomer is designed to provide a supporting role to other, more powerful Special Infected. It is a distraction that allows others to get into position or launch a more potent attack. Work well with your Infected brethren.
- Spawning as close to your foes as possible is essential, so that you’re not spotted and shot at range (and thus deprived of any offensive capabilities), and so your gurgling sounds don’t alert your foes until it is too late. Attacking within a building, just as foes enter a room, is the best bet for a successful vomit strike. In more open areas, wait for Survivors to pass, back up another Infected’s attack, or else drop in from above onto a Survivor and hope you’re not shot at.
- Learn the exact distance your vomit attack can reach before engaging Survivors. Continue to hone your vomiting talents so you know (for example) how far down an alleyway you can stand so that your vomit lands on a major pathway adjacent to the alley. Now do this for every tactical location you normally use.
- Coaxing a foe into receiving your liquid attack is the key to your success, as is self-sacrifice. Attempt to emerge from a dark or unseen corner, reach a Survivor, and vomit on them as close as you can. If your attack misses, charge them so they are tempted to fire and end up coating themselves in your exploding innards. The force of your detonation also staggers anyone near it backward, which is handy if your human foe is near a hole or ledge.
- If your attack hits its target, charge the nearest other Survivor not hit by your vomit. You’re turning yourself into a bomb and if you can vomit on one foe and then explode (and coat) a second, you’ve maximized your potential, as both players are incapacitated.
- Although rarely completed, you can vomit on a foe, then head out of combat immediately, and hide in a safe place to let your Bile build back up. (Ideally you hide somewhere later in the stage, or else hide and follow the Survivors after they pass you.) Then, when you have enough Bile again, vomit a second (or additional) time. But do this only after your human targets clean themselves off (that is, when you see they aren’t outlined in purple).
- Use your vomit with other specific Infected types. Vomit on a Survivor being pummeled by a Charger (or Tank, Hunter, Smoker, or Jockey) so a Horde is summoned. These additional Infected attackers shield the Charger and cause further damage. The Smoker has the added benefit of stopping the Survivor from attacking the Horde, completely nullifying the human’s offensive capabilities.
- Remember to attempt these tactics in conjunction with your Special Infected friends. You are much more effective if the Survivors are worrying about a Spitter, Smoker, or Charger attack at the same time.

Note

Bile Bombs aren’t accessed from the Boomer during your altercations with this entity. They are premade vials used as projectile weapons.

The Infected

The Charger

Primary Attack: Charge (any range)

Secondary Attack: Claw (short range)

Strengths: Quick; Devestating in straight lines; inflicts powerful and painful strikes quickly

Weaknesses: The charge itself is a straight-line rampage. You cannot steer to the left and right, and therefore must line up your charge early and be accurate. Otherwise you're just another mutation dashing about, waiting to be peppered with gunfire.

Audible Clues: Trumpeting (the Charger is picking up speed and heading your way)

Description: Horrifically mutated, the Charger uses its oversized right arm to its advantage, serving as an Infected battering ram. The Charger is an effective class for scattering huddled Survivors, separating them for attacks by other Infected. In addition to knocking over Survivors, the Charger also grabs Survivors and carries them away from their teammates, where it will then smash the humans into the ground until they are dead or can be saved by a teammate. The Charger favors its right side as its shrivelled left arm is a useless appendage.

Tactics For Survivors

- A mixture of trumpeting and baying can be heard when a Charger is nearby and accelerating toward your team. This sound is easily distinguishable, and you should look for a place to move to and gain a visual on the Charger.
- Use whatever defensive maneuvers you can to dive out of the way as the Charger rampages forward. A simple strafe is usually all you need to avoid this attack, as long as you notice it coming early enough.
- When you witness a Charger building up for its run, split your team up. If they are grouped together, the Charger may be able to hit multiple teammates, knocking them like bowling pins and damaging them all, as well as possibly carrying one away from the others.
- You are most prone to charges while moving through long, narrow streets with no room to strafe left or right. Because Chargers tend to pick these areas to launch their attack, you can at least expect it.
- The Charger is a large mass and easily struck. Usually, it's advisable to aim at the head of your foe, which is fine unless the Charger is manhandling one of your team after a charge. In that case, attack it from its right side, so you're blasting it in the back (or better yet, hitting the head from the side). That way, there's less chance of striking your friend after the Charger is downed (and your friend isn't damaged by your attacks during the rescue attempt).
- Save your friend! Like you would with other Special Infected that end their attack with a stationary finishing melee (such as the Hunter and Smoker), surround the foe and blast them from different angles. Shoot the Infected in the head if you can, but avoid the victim as much as possible. The Charger is at its most vulnerable after just missing a charge. Unload on it as it passes.
- Where you position yourself is incredibly important when trying to survive a Charger attack. Don't simply wander out in the open (allowing the Charger to carry you far away), or position yourself on the edge of a ledge (or you'll be struck and plummet to your death). When the trumpeting sounds, move to a location with a wall, vehicle, or scenery behind you to foil the Charger's initial attack and keep you close to your friends if you're struck.

Tactics For Infected

- The Charger serves to split up the quartet of Survivors, which is extremely helpful for other Special Infected types, who can then choose a lone human straggler and inflict damage on them that is likely to be much more effective.
- You can withstand a blast or two as you race forward toward a victim, but you're not impervious to pain. Remember that simply running into a human won't start the charge. You must actually start your Primary Attack.
- The Charge, which is accompanied by a trumpeting that would wake the dead, needs a specific area for best results. Separate the Survivors as much as possible. So charging into a nearby wall isn't nearly as effective as waiting for your human foes to reach a long street, and then carrying one of them right to the far end for a pummeling.
- The charge itself is a straight-line rampage. You have very limiting steering to the left and right, and therefore must line up your charge early and be accurate. Otherwise you're just another mutation dashing about, waiting to be peppered with gunfire.
- After the Charge, the pummeling you do is similar in many ways to the Hunter's pounce-and-pin attack, although you are standing up and therefore easier to see and shoot at over vehicles. Try charging with your victim into an area where there's a number of Common Infected that can add to the attack and shield you from the other Survivors, who are fighting their way to stop your pummeling. It takes around ten seconds to fully incapacitate a victim, although this varies depending on the length of the charge and the victim's initial Health.
- Additionally, you can ignore Common Infected between you and your ally. Your charge knocks them away as you focus on ramming and crushing that Survivor. In fact, Horde attacks are actually helpful, as they keep your victims stationary and easily visible.
- Charger attacks are more frightening when attempted at higher elevations. If there's a weak barrier (such as in the Dead Center mall) or none at all (such as the bridge in the Parish), the charge is all you need to send both of you off the edge!

The Hunter

Primary Attack: Pounce (short to medium range)

Secondary Attack: Claw (short range)

Strengths: Human-sized; hides easily; movement difficult to target; very fast attack

Weaknesses: Useless at range; very poor health

Audible Clues: A guttural growling

Description : The Hunter can scale walls with incredible speed, leap great distances, and—if it manages to pounce - rip Survivors apart with its claws.

Once a Hunter has pounced on a Survivor, it will keep attacking until that Survivor is dead, or until a teammate shoots or Melee Shoves it off.

Hunters are incredibly fast and quiet, and will make short work of a Survivor straggling behind the other teammates.

Tactics For Survivors

- Did you wander away from the herd? Then expect a Hunter attack, which can be quickly nullified if friends are nearby. However, expect a bloody death if your team has become less cohesive and has moved apart from one another.
- Hunters attack quickly and mostly without your having the chance to accurately repel the fiends. However, this fast-moving foe growls and leaps, giving you (and a friend backing you up) the chance to react, especially if the Hunter is lining up an attack, or attempting to hide. Just like the Charger, once the pounce connects, the victim is prone and helpless. It only takes about ten seconds to become incapacitated.
- Fortunately, Hunters are extremely weak at range, allowing you to tag them in the head (with some precise shooting) before they can scamper into pouncing range. This is the optimal spot for a Hunter takedown. If you can't avoid the pounce, try a Melee Shove to repel the beast away from you. Follow it up with gunfire or melee attacks and don't stop until the Infected crumples.
- Help a pounced victim right away (a rescued but wounded friend is better than an incapacitated one). Hack at it with Melee Weapons if you're close enough, as it can't attack the rescuer. Shoot its head at range. It has a relatively weak constitution compared to tougher foes, so try for a single headshot kill.

Tactics For Hunted

- The Hunter is one of the few Special Infected that has a more "human-like" appearance, and is able to blend in with groups of Common Infected (up to a point), as well as lurk in shadows. Use this to your advantage, so you can line up the most accurate pounce possible.
- Like a wolf stalking a lamb, only attempt to savage a Survivor that is on their own because you're easily killed when you strike near a group of humans, unless they are already under attack. If this is the case, back up other Special Infected by causing a distraction, or leap on a foe already firing at another Special Infected attack that's under way.
- Humans venture away from their group (and are ripe for a pounce) when they are investigating new areas, are returning to grab items or Health they already found, or when they think they're safe because they're running to a Safe Room. Make them pay for this lack of fear! If you can coordinate an attack with a second Special Infected, you can lay waste to a pair of Survivors without being counterattacked easily.
- As with other Special Infected, you should use your pounce at the optimal moment. Try leaping down from above or behind bushes instead of simply waiting in a crouched position. Running in to claw a foe who is close to death can be a better use of your attacks. Also, gauge your distance. If you can achieve a pounce attack from a long way away, you inflict more damage when you connect.
- Survivors covered in Bile are a delicious treat for the Hunter, as the summoned Common Infected create a shield that allows the Hunter to savage a pounced victim. The rescuers have to fight through the Horde, which adds valuable slaughtering time to your attack.

The Jockey

Primary Attack: Leap (short range)

Secondary Attack: Claw (short range)

Strengths: Flexible and chaotic attack, with the ability to ride a foe off higher ground, or into a dark hiding place.

Weaknesses: Ineffective at range; very weak and easily killed

Audible Clues: A cackling laugh

Description: Small and fast, Jockeys are excellent leapers and they know how to hang on. Once a Jockey has locked onto the head of an unsuspecting Survivor, it can steer the human away from teammates and into danger or behind obstructions. Survivors have limited control over where the Jockey is directing them.

The best antidote to a Jockey attack is a Melee Shove from a teammate. The Jockey wants to attack players that are separated from the others or near an environmental area that will enhance their attack.

You can steer Survivors off a ledge to either make them hang or take fall damage. Ideally, you can run them into fire, or into the Spitter's acid.

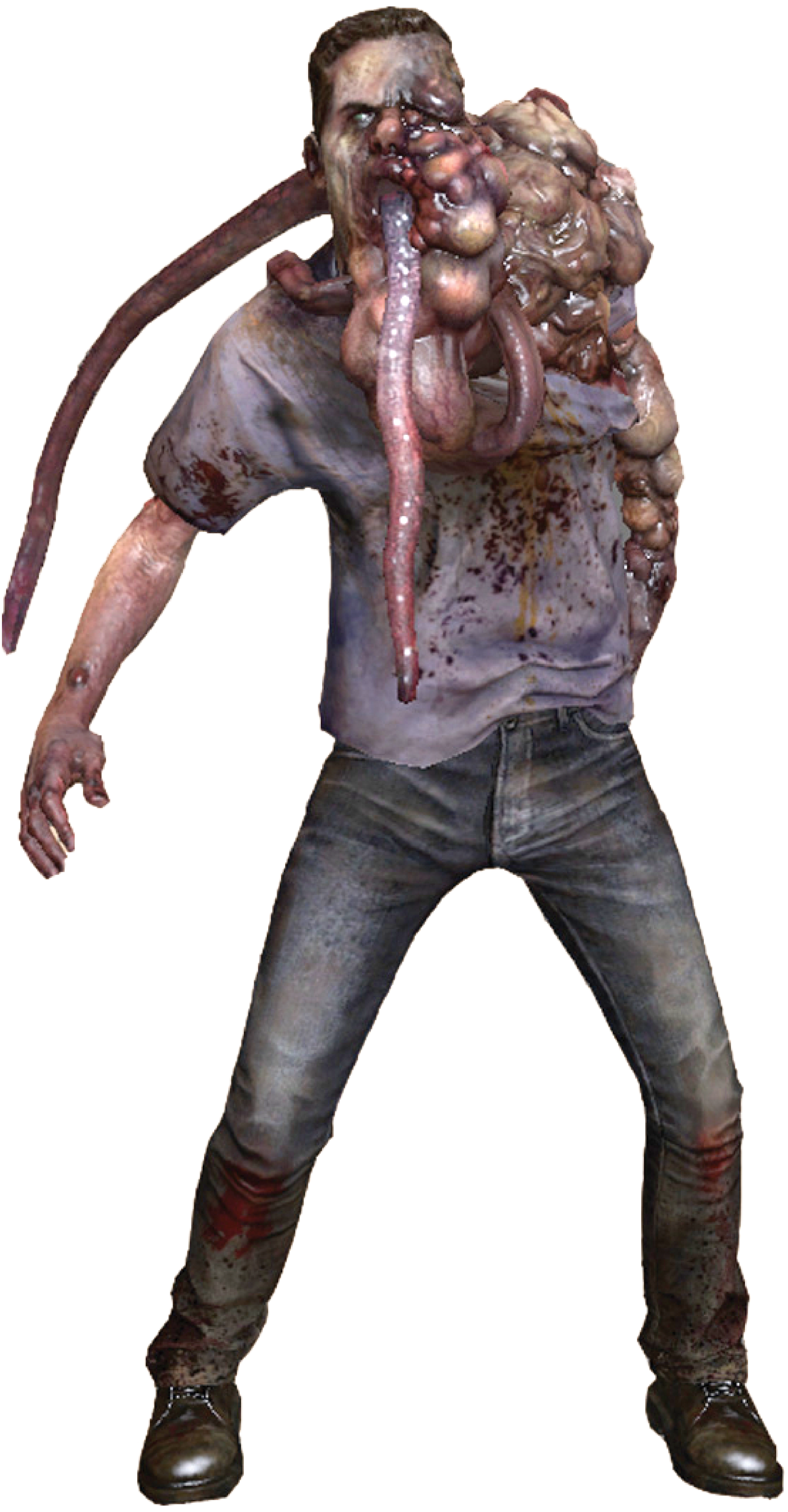
Tactics For Survivors

- Like some crazed chimpanzee, the Jockey bounds toward you before making a leap that is as powerful, but not quite as long as a Hunter's. The leap is amazingly quick, however. After that, the lock on is achieved, the Jockey may eventually release his grip once you're incapacitated, but he usually steers you into danger.
- The danger in question is usually well away from your friends (so other foes can easily attack you, or the Jockey can continue to swipe and steer you), into an obstacle (such as an alarmed car to summon a Horde, or through fire to burn you), or off a ledge (which results in death for both of you if you fall too far).
- You're not quite as helpless with a Jockey on your head as you might think. You can't fire, but you can augment your yells for help with countersteering. Move in the opposite direction the Jockey is moving to slow it down. You can't completely resist this kidnapping, but you can add precious seconds to a steering, which should allow your team to launch a counterattack.
- The counterattack in question involves the spraying of bullets or hacking of Melee Weapons on a Jockey, but a Melee Shove is the most effective. The victim should help, too, fighting the Jockey by steering into an open area, or closer to the team.

Tactics For Infected

- Examples of problem areas where Jockeys can be a real nuisance include streets (where cars are alarmed), the mall (those glass fences are easily shattered and steered through), and the bridge (where a plunge into the river can be the end for both of you).
- You can stop a steering by leaping off the victim if you wish, but this usually results in your being shot as you try and scamper away. However, if you've done your job (steered a victim into Spitter acid, another Special Infected's attack, or you're about to fall off a bridge), you can leap to live longer.
- Good communication between Special Infected brethren is key to maximizing the Jockey's potential. Move your victim into a pool of acid that a Spitter has just vomited, heightening the damage you are causing your victim.
- Utilize some of the same techniques as the Hunter when prepping for a Jockey leap. Move to a location that isn't particularly noticeable but offers good possibilities to connect with a victim, such as a balcony above a thoroughfare, and hope the Survivors don't spot you. Hiding around corners or on rooftops is another plan.

The Smoker



Primary Attack: Tongue Snare (long range)

Secondary Attack: Claw (short range)

Strengths: An attack that can hoist foes away from help; emits disorienting smoke upon death

Weaknesses: Relatively weak, with an attack that can easily miss

Audible Clues: A rough, rasping cough

Description: Smokers earn their name from the thick, noxious cloud they emit when they are killed; the smoke impairs the vision of any Survivors nearby.

Prior to a takedown, Smokers hide in the shadows, on rooftops, and in other out-of-sight areas, looking for Survivors to ambush with their long tongues.

If the Smoker lassos a Survivor from above, the Survivor will hang in place until a teammate frees them or they are attacked by Infected.

If lassoed from ground level, a Survivor will be dragged across the ground to the Smoker, where it will claw its human victim to death unless a teammate intervenes.

Tactics For Survivors

- The Smoker is a troublesome foe, but one that doesn't have the speed to flee far if you spot it. And that giant tongue is an easy giveaway to the beast's location. It falls as easily as a Common Infected if you hit it without a victim wrapped around its tongue. Shoot at where the tongue is coming from (even through a wall) if you can't see the Smoker.
- Depending on your range, it's usually best to blast a Smoker with your Primary Weapon as soon as a Smoker is spotted. If the tongue is snaking toward you and you see it, judge whether you can fire enough bullets into the creature before you're tied up. If there isn't time, try a Melee Strike at the flapping tendril,, then fire at the foe's head.
- If you're going to be wrapped up by a Smoker, try to see the Smoker just as the attack occurs, as you have a second to shoot it in the head before you're completely constricted. If the Smoker's attack misses, be certain to engage the foe and kill it. You don't want it to strike again, or strike another teammate.
- The green cloud of smoke that this entity leaves behind after it is killed is thick but not particularly harmful. It is only troublesome because you're blinded for the second it takes you to run through it, so watch for attacks from other foes that might take advantage of your possible bewilderment.
- Rescuing a victim of a Smoker attack is straightforward. From range, simply aim at the Smoker's head, or for closer help, blast away at the Smoker and Survivor (friendly fire isn't damaging until after the tongue releases), or hack at the tongue with a Melee Weapon.

Tactics For Infected

- Thanks to the length of their tongues, Smokers can position themselves in a variety of high, covered, difficult-to-spot, or dark places and lash out with their main attack. It's difficult for humans to hit you if you're on a girder above the bridge, or an adjacent building, and you've stepped back to further hide from retaliatory gunfire. If you can, pull a foe back into a previously explored area, so the rescuers must backtrack significantly, which will delay and demoralize them.
- The Smoker is primarily an annoyance, with an attack designed to fluster rather than kill. If you can separate Survivors, your brethren have a better chance to finish the job. Much like the Boomer, your job is to back up the more powerful Special Infected, such as Hunters, Chargers, or Tanks.

The Spitter

Primary Attack: Spit (medium to long range)

Secondary Attack: Claw (short range)

Strengths: Works well with other Infected; damaging attack

Weaknesses: An easily-avoided attack, both before and after the spit; physically weak

Audible Clues: A throat-clearing shriek

Description: Spitters spew a corrosive ball of steaming acid that coats the ground in a puddle. When it's stepped in, the acid can be incredibly damaging to Survivors.

Spitters can make life difficult for Survivors by preventing them from clustering together in enclosed areas, and by blocking their path at unfortunate moments.

When shot, a Spitter will release her acid in an expanding puddle of spew. Spitters are good at separating the Survivors by spitting in enclosed areas, after one or two of the Survivors have passed and are on the other side of the excretion.

Takedown For Survivors

- Aside from the horrifying appearance, the Spitter gobs a ball of acidic mucus which spreads out into a pool of acid that damages Survivors who step on it. The acid lasts around 5 to 7 seconds before dispersing. Usually, it is simple to dash through the acid as it is spreading out, or wait and watch for ambushes until the acid disperses before continuing.
- Remember that this disgusting present can fly into your field of vision or feet at any moment, and from any direction. The shriek signifies an acid ball is incoming, but you may not know from where. Constant scanning of balconies, catwalks, rooftops, corners, and doorways is a good idea.
- Spitters aren't fast, and are only as threatening as Common Infected after the spittle attack. Just cut them down with a headshot or Melee Weapon swipe before they bring up another acid ball. However, as Spitters are most dangerous when working with other Special Infected, your biggest concern is being attacked by another entity while waiting for the acid to disperse or trekking through it.

Takedown For Infected

- Think of the Spitter as the disgusting half-sister of the Smoker. Similar in stature, and offering the same degree of annoyance, the Spitter is a Special Infected designed to complement and further augment the attacks of their more powerful brethren. The acid attack wounds Survivors, but not your own kind.
- The Spitter is designed to harm, wound, and delay, but not necessarily kill the Survivors. As her claw attacks are only used at very close range and she falls under a single headshot most of the time, full frontal attacks are not recommended, unless the Survivors are particularly squeamish at the sight of the Spitter's less-than-toned physique.
- Your plan of attack is threefold: You must first situate yourself in a location where the Survivors won't immediately spot you, such as a balcony, dark corner, or behind a wall. This can be problematic because you're not as compact as a Hunter or Jockey. Dark locations work better. You can always hide near an alarmed car so the Survivors strike it, causing a Horde to come and help you out, which is the second part of your attack plan. Locate a high concentration of Common Infected so that your attack adds to the chaos.
- The third component of your attack is to succeed in not only spitting acid, but also doing it in an area that is critical to the Survivors' progress. There's no point gobbing in a park. The Survivors can move around your acid after executing you. A better plan is to upchuck in an alleyway, at a doorway, or a on path that must be traversed. The optimal spit attack is one the Survivors don't know about until they're caught in the expanding pool of it.
- Work with your Special Infected friends so that you're helping them. When a Boomer vomits on a Survivor, spit on them too to shorten their life expectancy. Spit on a thoroughfare so that Survivors must wait for the acid to disperse, and so while they are waiting, a Hunter or Charger mauls them. Spit on a foe already being pummeling, pounced, or strangled, or into a Horde of Common Infected attacking a human foe.
- Spitters have a particular use when Survivors are trying to flick a switch, fill up a gas tank, or refuel a generator. Any Fuel Tank a Survivor drops is set on fire with your spittle. Naturally, this is a great way to clear defenses, but a pool of acid aimed at the Blue 22 racing car or surrounding the radio in the plantation mansion escape is both dangerous and annoying to your foes.

The Tank

Primary Attack: Concrete Hurl (medium range)

Secondary Attack: Punch (short range)

Strengths: Incredibly strong with tremendous power in both attacks

Weaknesses: Bulky, and unable to strike Survivors who are spread out; doesn't like fire or Bile Bombs

Audible Clues: Dramatic music, thundering footfalls, and an enormous roar

Description: Strong, enraged and almost unstoppable, the Tank is best taken on by a team of Survivors. Tanks are slower than Survivors, but much stronger.

They can throw vehicles and chunks of concrete that will stun Survivors, which helps a Tank close the distance. Tanks are also remarkably bullet-resistant, and can soak up huge amounts of damage before dying.

One thing a Tank isn't, though, is fireproof. A well-thrown Molotov can kill a flammable Tank in thirty seconds—assuming the Survivor who threw it can avoid getting ripped apart for that long.

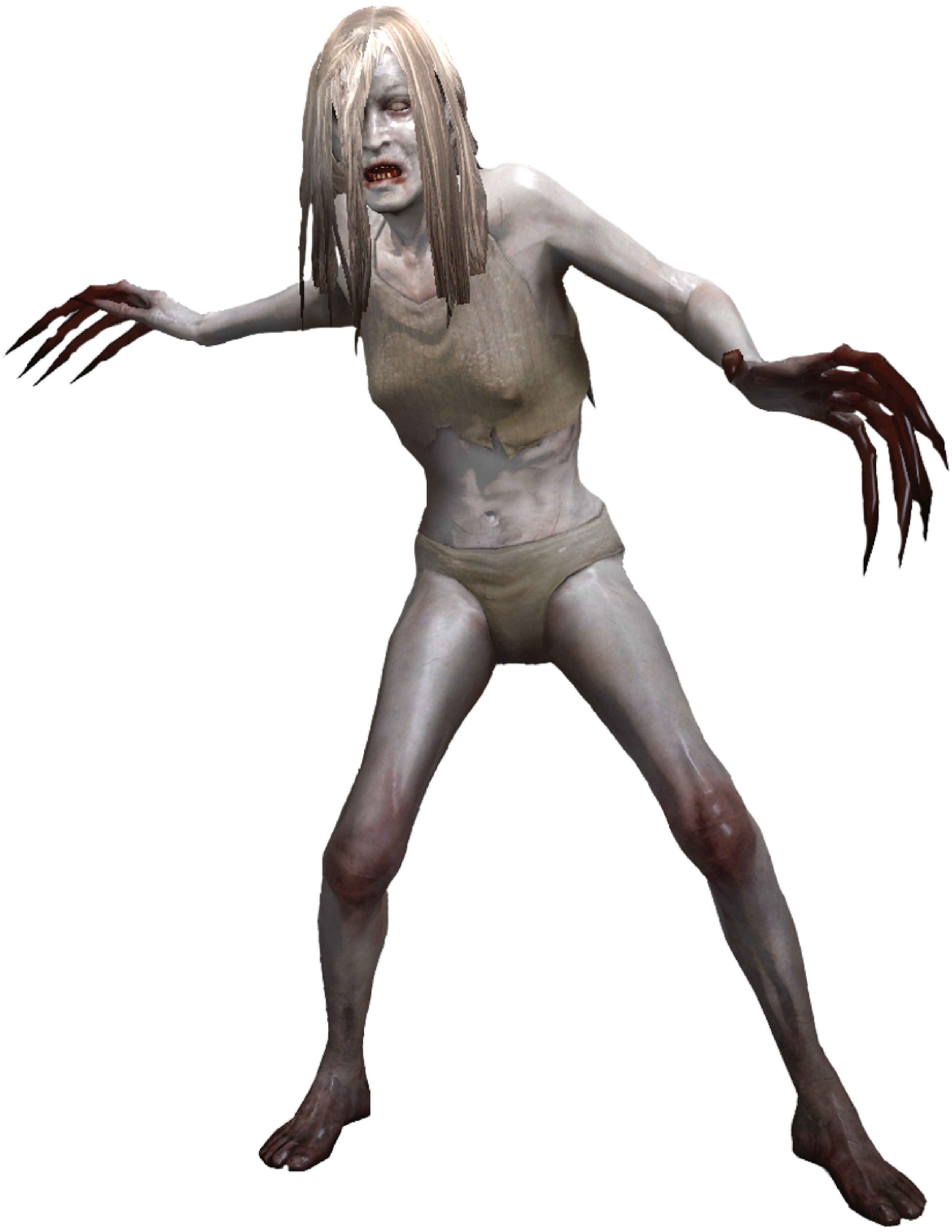
Tactics For Survivors

- Ignore your fears when you hear the terrifying sounds the Tank makes, and be sure all of your teammates are planning the same takedown strategies. As the Tank is the toughest mutation you'll face, all of your team needs to be firing and aggressively tackling this foe. A single player shooting at this beast may not last long.
- Fortunately, you have speed on your side. You can move a little more rapidly than this pink, hulking brute. So backpedal, be ready to strafe, and aim for that tiny head, hoping to stun it. Remember the nearest Survivor to the Tank who opens fire is usually targeted, so back the teammate up. The use of Shotguns is encouraged because of their close-combat damage.
- As the walkthrough lets you know where some of the Tank attacks appear (but not all due to randomness), you can carry a projectile weapon in readiness and lob it at, or in front of, the creature. Unlike Tanks the original Survivors encountered, Fire (from Molotovs or gas cans) doesn't cause the beast to collapse, but does damage it, and must be augmented by other attacks from your teammates' weapons. Burn the behemoth, and then unload with every ranged weapon until the Tank slumps over.
- Although fire-based, Incendiary Ammunition does not keep a Tank continuously on fire; only detonated Molotovs and Fuel Cans do this job. A much more potent attack is to lob a Bile Bomb at the Tank, and watch as dozens of Infected swarm and waylay it; after which, you can mop up the mess.
- The Tank's throw can be nullified if you blast the concrete as the Tank raises it, but it is easier to quickly strafe and avoid the impact.
- The Tank's punch is horrific and can knock you across a street, or off a bridge into a death plummet. Position yourself so that even if you're punched, you'll fly back into something, rather than off a ledge or roof to suffer additional damage or death. Avoid this attack by circle-strafing around the Tank, ideally locating a hedge, small structure, or tree to dodge around. Don't use a car, forklift, hand truck, dumpster, or log, because the Tank can punch it straight into you!
- Lead a Tank in a merry dance, away from the rest of your team and over scenery that causes the Tank to slow, but always moving so that your friends can continuously fire on it. The Survivor coaxing the Tank should stay moving and favor Pain Pills over First Aid when keeping yourself healthy, as you can move and swallow at the same time. If the Tank is chasing a badly wounded Survivor, have a healthy teammate run up to strike it, so that the Tank switches victims. Or, have two teammates stand on either side of a Tank and fire on it one after another so that the Tank keeps switching targets.
- Your height also affects the time it takes for a Tank to reach you. Position yourself on a balcony or rooftop so the Tank must ascend the structure to reach you, allowing your team more time to pepper it with a Molotov or gunfire.

TacticsFor Infected

- If you're lucky enough to control this devastating monster, your job is to inflict as much damage on as many Survivors as possible. If you can split them up and kill them individually, so much the better. If your Infected brethren join in, there's even more chance of Survivor death!
- Tanks take such focus to defeat, they are the perfect cover for other Special Infected to launch attacks, either during a Tank attack, or just afterward, when the Survivors are still recovering from the fight. The only problem is that you are powerful enough to kill other Special Infected, so have them give you enough room to punch!
- The many routes in the campaigns allow Tanks to storm in from a side or rear of a main thoroughfare, which adds to the surprise and commotion.
- Tanks don't need to rip concrete and throw it at foes to make a point. Refuse bins, cars, and (in Dark Carnival) bumper cars can all be punched and sent tumbling toward an enemy Survivor. Don't forget this additional ranged attack, which is quicker to implement! Also, use this to knock scenery out of your path instead of lumbering around it. Players who control the Tank should always look for objects that they can strike, since anything that hits a Survivor causes instant incapacitation.
- The punch itself is also more versatile than you might think. Try punching one Survivor away from the rest of the group. Then target another and bash them in the opposite direction, thus splitting up the human so you or your Infected friends can pick off both of them.
- Tanks are prone to Molotovs and Bile Bombs, so bear down on a foe to intimidate any throwers into messing up, target the Molotov-thrower with a punched car or thrown concrete, or maneuver away from the impact spot if you can. Once on fire, lumber quickly and kill the Survivors if you can, or drop into water.
- Don't be attracted to foes moving over obstacles that might slow you down. Keep moving as quickly as you can (but try to stay out of wide-open areas where Survivors can easily surround you and blast at you). Smash vehicles or throw your concrete or pin foes in a dead end or corner. When you're throwing concrete, aim at where the Survivor is likely to be, not where he is currently.
- Tanks can throw concrete at Survivors to ease their aggression meter. They can also attack and then retreat to wait for Infected brethren to respawn, as long as they can throw or attack before the meter runs out.

The Witch



Primary Attack: Charge and swipe (short range)

Secondary Attack: Claw on floor (short range)

Strengths: Fast; frightening; easily incapacitating attack; strong

Weaknesses: Can be completely avoided; easy to hit while clawing her victim

Audible Clues: Faint sobbing that gets louder as you near

Description: Past Survivors speak about the Witch in hushed tones. These banshees were deadly but stationary.

Sitting on the ground and crying, they would only get up to attack if provoked by flashlights, loud noises, or arms fire. However, Witches are now able to prowl around, often in broad daylight.

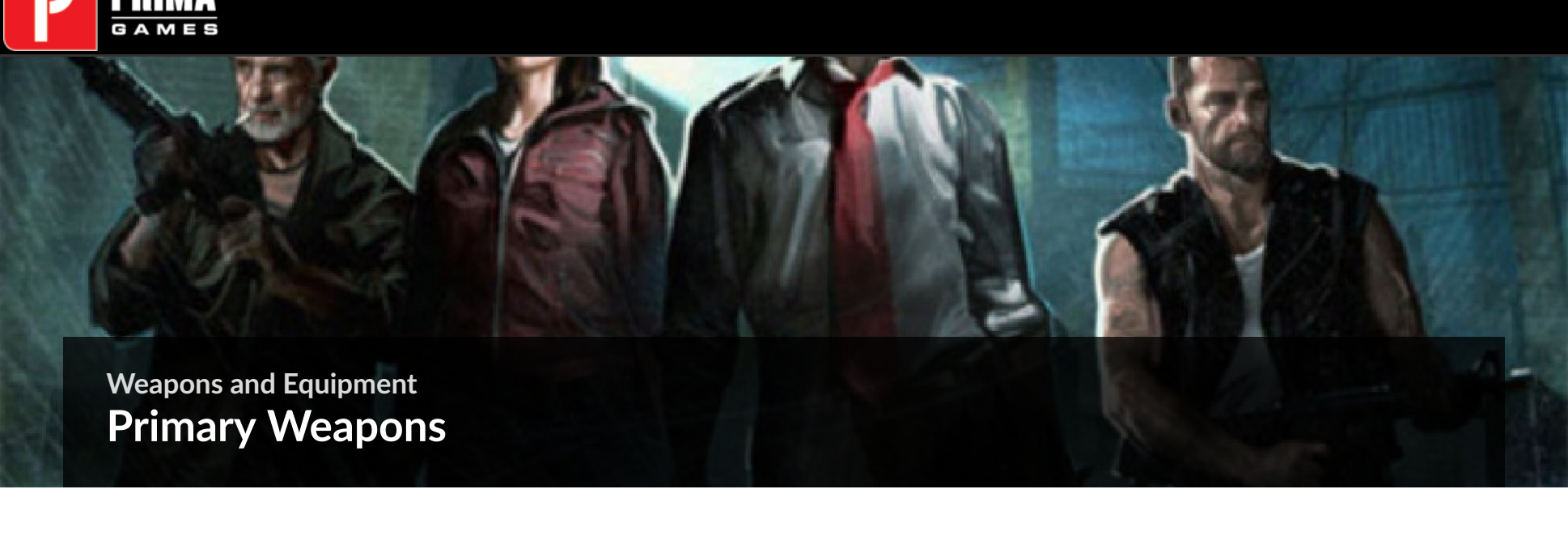
Luckily, they still just want nothing more than to be left alone. Turn off flashlights and creep around. Survivors who fail to will anger the Witch, who will attack until she kills the Survivor, or until teammates can shoot her off. Once a Witch has killed the Survivor who startled her, she will run away.

Takedown Tactics - Survivors

- You should stand near Witches (or cars with alarms) to entice Survivors to shoot at you and possibly wake the Witch (or raise the alarm).

Tip

Bile Bombs don't work well against Witches, as they race to you faster than Common Infected can get to them.



Weapons and Equipment

Primary Weapons

By now, you should have some rudimentary knowledge about the weapons you enjoy utilizing. However, it is always advisable to check out information on all the available ordnance as well as equipment. Many of these weapons feature statistics (such as the damage, range, and reload time of a weapon); use these when comparing different Primary Weapons so you know which is better at specific functions.

Ammunition

Ammunition is found in small or large piles, always in Safe Rooms, and randomly throughout the game. Ammunition, when taken, completely restores your Primary Weapon's ammunition back to its maximum level. Be sure to reload so you have a chamber full with the maximum the weapon can hold. The ammo pile is never used up.

It is imperative you use ammo cunningly, such by as swinging open a Safe Room door at the start of a stage, blasting foes while staying inside the Safe Room, and then grabbing more ammunition before you leave.

When you're low on ammunition, it is usually better to figure out where your next Safe Room is and rely on Pistols or Melee Weapons, or drop the weapon and pick up a new one.

Weapons

You'll be killing Infected with a variety of ranged weapons most of the time, although only one Primary Weapon may be carried at once. Primary Weapons come in two general varieties: Standard and Enhanced. Although both are recommended for zombie annihilation, Enhanced weapons (which are generally more potent versions of their Standard counterpart) represent a better overall choice. Of course, Standard weapons are much more common (and likely to be in a Safe Room), but all weapons are distributed completely randomly.

Autoshotgun

Damage: High

Penetration: High

Accuracy: Low

Range: Short to intermediate

Rate of Fire: High

Reload Time: Slow

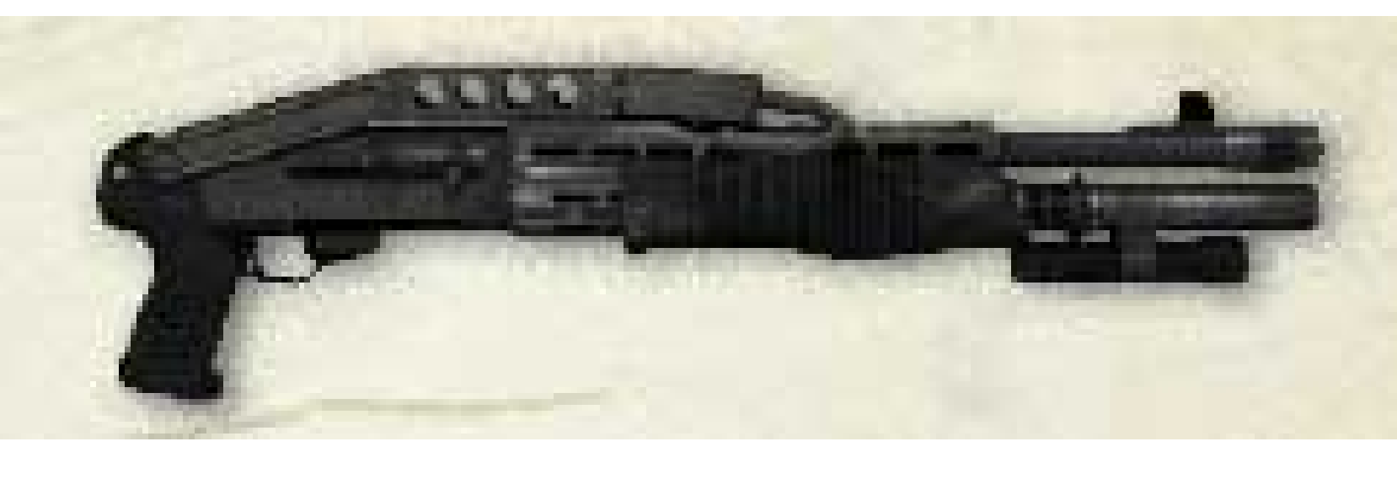
Fire Mode: Automatic

Magazine Capacity: 10

Total Ammo: 90

Enhanced Variant: SPAS Shotgun

SPAS Shotgun



Damage: High

Penetration: Low

Accuracy: Low

Range: Short

Rate of Fire: High

Reload Time: Medium

Fire Mode: Automatic

Magazine Capacity: 10

Total Ammo: 90

Standard Variant: Autoshotgun

Both of these weapons offer very similar performance and are extremely impressive at tearing large, meaty sections out of zombie torsos or groins. But the SPAS Shotgun has a faster reload time, although you'll run out of ammunition quicker, too.

For house-to-house investigations, action in narrow or small enclosed spaces, or alleyway action, this weapon is a fantastic choice. It is a less fantastic choice when aiming at medium or long ranges, as the blast radius widens.

Due to the Shotgun's automatic nature, you can reload single bullets even when the capacity is empty. This doesn't give you the same quick firing, but is a good stop-gap measure if you're being attacked while reloading. Combine this with Melee Shoving.

Pair either Shotgun with a Melee Weapon so you can blast away at enemies as they close and then (in Horde situations) swap to a Melee Weapon, instead of being ravaged while you attempt to reload.

Although the SPAS Shotgun fixes this problem, shells are still being loaded one at a time, which means a long period of inactivity as you refill the weapon. You can cancel the SPAS Shotgun reload, unlike other weapons (the Hunting Rifle, for example).

Also, use either of these weapons to blast away at a narrow gate or hatch out of which enemies are spilling. These weapons are also great to use on Special Infected, including Tanks and Witches, because the damage they inflict is excellent.

The main disadvantage of these weapons is apparent when you encounter only a few enemies. All weapons usually drop a Common Infected with a single shot, so a weapon with a much larger capacity is more economical.

Chrome Shotgun

Damage: Medium

Penetration: Low

Accuracy: Low

Range: Short

Rate of Fire: Slow

Reload Time: Long

Fire Mode: Single-shot, Pump action

Magazine Capacity: 8

Total Ammo: 56

Enhanced Variant: Pump Shotgun

Pump Shotgun

Damage: High

Penetration: High

Accuracy: Low

Range: Short to intermediate

Rate of Fire: Slow

Reload Time: Slow

Fire Mode: Pump-action

Magazine Capacity: 8

Total Ammo: 56

Standard Variant: Chrome Shotgun

The combat Shotgun made of chrome and the military-spec Pump Shotgun both inflict a huge amount of pain on a foe, as their blasts spread out to encompass multiple foes in a single spray. The Pump Shotgun offers greater damage, penetration, range, and ammunition, but it certainly isn't as shiny.

These weapons offer you the ability to blast foes running at you adjacent to one another. The Shotgun has a wider area of effect than most other weapons. Make up for the slow reloading of both variants by reloading constantly. Don't wait until you run out of shells in your chamber. Make sure your team knows you're good for only a few, devastating blasts.

If Melee Weapons aren't available, you can at least push the Infected back with a Melee Shove, then fire a blast followed by another Shove. Repeat this technique during periods where you're being swarmed. Shoving while reloading is an excellent trick.

Run to the front of your team when tackling foes, checking to make sure interior locations are secure, and investigating unexplored areas—that way you can utilize the weapon's short-range strengths more easily. These weapons favor aggressive play. They also are adept at dropping Special Infected, including Witches before they are startled.

Be extremely careful blasting this weapon when attempting to help a downed or immobile player, or if one of your teammates crosses your field of vision. The wide spray of the shot makes friendly fire incidents common.

Hunting Rifle

Damage: High

Penetration: High

Accuracy: Very high

Range: Intermediate to long

Rate of Fire: Slow

Reload Time: Very slow

Fire Mode: Semi-automatic

Magazine Capacity: 15

Total Ammo: 150

Enhanced Variant: Military Sniper Rifle

Military Sniper Rifle

Damage: High

Penetration: High

Accuracy: High

Range: Long

Rate of Fire: Medium

Reload Time: Medium

Fire Mode: Semi-automatic

Magazine Capacity: 30

Total Ammo: 180

Standard Variant: Hunting Rifle

For those seeking long-range takedowns, the Hunting Rifle and its military spec equivalent are both exceptional choices. The Hunting Rifle has incredible accuracy, but the Military Sniper Rifle has better range, quicker firing and reloading, and a larger capacity.

If you have an excellent vantage point and you're covering your teammates who are likely to be tackling foes within your field of fire, you can target multiple Infected and send a single bullet through them. Bullets also travel through some walls, which allows an accurate retaliation without a specific visual on a target (for example, if a teammate is struggling behind cover).

Both weapons are scoped, which further improves an already optimal accuracy. (Scoped combat is the way to utilize this weapon, despite its limiting your maximum speed.) A skilled sharpshooter can tag a number of foes quickly by moving from target to target, including Special Infected, to due to the high bullet damage. Special Infected foes that use range and height has an advantage, such as the Smoker, are nullified with these Rifles.

You can even knock back a Witch with the force of a sniper bullet (usually prior to her waking and dispatching her before she becomes a problem). Tanks are tackled with headshots from range; you have only their concrete-throwing to worry about.

Of course, the weapon is next to useless in close combat with a Tank, and even worse when it needs reloading, which takes a long time. If the rate of fire is too slow, try to find the military variant.

With single shots, friendly fire becomes less of an issue, but if a teammate strays into your target zone, they can be badly wounded. It is also extremely easy to be ambushed when using a Sniper Rifle. Keep a teammate near you to prevent this.

SMG

Damage: Low

Penetration: Low

Accuracy: Medium

Range: Short to Intermediate

Rate of Fire: Very high

Reload Time: Fast

Fire Mode: Automatic

Magazine Capacity: 50

Total Ammo: 650

Enhanced Variant: Silenced SMG

Silenced SMG

Damage: Low

Penetration: Low

Accuracy: Medium

Range: Medium

Rate of Fire: High

Reload Time: Short

Fire Mode: Automatic

Magazine Capacity: 50

Total Ammo: 650

Standard Variant: SMG

If you require a low-damage, rapid-firing weapon in either noisy or almost-silence variants, the SMG and Silenced SMG are both excellent choices. The Silenced SMG is obviously better to use when you don't want to attract enemy attention (near Witches, or when you're racing through a campaign), but the silencer slows the firing speed slightly.

Both SMG variants are great to use, but Assault Rifles are more powerful and considered a better bet, if you can find one. However, you can't beat the rate of fire of an SMG, which naturally means you need to keep a watchful eye on your ammunition depletion.

The SMG is good alternative to any of the Shotguns when you're moving through building interiors and you're facing close- to mid-range combat. Due to its automatic firing nature, shoot the SMG in bursts so you don't kill a foe and continue to rake the corpse needlessly with valuable bullets.

Liaise with the rest of your teammates so that you can keep as much of the weapon's ammunition conserved for as long as possible. Let a Shotgun-wielding friend take point, move and crouch so foes fire above your head, and whip out a Melee Weapon when facing more than three foes at close-combat range.

Continue to perform with pairs of weapons that work well together, such as arming yourself with an SMG for interior takedowns and alleyway strafing, while your friend wields an Assault Rifle and tackles foes a longer distance away. Also remember the Silenced SMG can allow you to pass through areas where foes haven't seen you without causing a ruckus—a great help if your team is low on items.

M-16 Assault Rifle

Damage: Medium

Penetration: High

Accuracy: High

Range: Short to long

Rate of Fire: High

Reload Time: Fast

Fire Mode: Automatic

Magazine Capacity: 50

Total Ammo: 360

Enhanced Variant: Desert Rifle

Desert Rifle

Damage: Medium

Penetration: Medium

Accuracy: Medium

Range: Medium

Rate of Fire: Medium

Reload Time: Medium

Fire Mode: 3-round burst

Magazine Capacity: 60

Total Ammo: 360

Standard Variant: M-16 Assault Rifle

If Shotguns are excellent in close combat and Sniper Rifles are advantageous at long range, the M-16 and Desert Assault Rifle variants are fantastic, multifunctional, general-purpose Primary Weapons that are useful at most ranges.

The M-16 and Desert Rifle serve this purpose well. The M-16 is perfect for every situation, while the Desert Rifle is great for quick bursts of bullets designed to cut a Common Infected or weaker Special Infected down without having to manually fire two to three shots, which is how many it usually takes to drop an enemy.

The Desert Rifle is great because you can fire the single, three-shot bursts quickly, cutting a Common foe down no matter what the range (assuming accurate strikes are inflicted), before rapidly retargeting and repeating the process.

These weapons are mainly used to tag foes at medium range, but with similar penetration potential as the Hunting Rifle and no accuracy problems at range like you have with the Shotgun, the Assault Rifles can be used with a steady aim to bring down foes from long range.

This versatility means the weapon can be used to cut down foes in narrow, close, or interior combat situations as well. Because it can rattle off shots faster than other weapons and the damage impact is high, this is a good choice for tackling foes with higher toughness, too, such as Chargers and Tanks.

Because these Rifles are useful in almost every situation, be careful not to expend too much ammunition. With the M-16 or Desert Rifle, you usually run out of bullets at a faster rate than other with weapons. Conserve your ammo by using Melee Weapons during close-combat fighting, and aim at the heads of foes, especially at longer ranges.

AK47

Damage: High

Penetration: Medium

Accuracy: Low

Range: Medium

Rate of Fire: Medium

Reload Time: Fast

Fire Mode: Automatic

Magazine Capacity: 40

Total Ammo: 360

Standard Variant: None

The AK47 is a great alternative to the M-16 and Desert Rifle, although it isn't nearly as accurate, has a slower rate of fire, and a smaller clip size.

The AK47 shares many of the assets of the other Assault Rifles. It is flexible enough to be employed in a wide variety of situations (except for long-range shooting due to its inaccuracy). It is a good Special Infected-killing device at ranges closer than medium.

This weapon's biggest strengths are the automatic firing mode and the damage it causes. It helps your team immensely if you saunter into a Tank battle using one of these to pepper the beast's head with bullets. Firing without the need to pull the trigger again and again means you can rapidly rake foes until they fall or you run out of bullets, which doesn't happen as quickly as you'd think, but is still an issue to worry about.

Grenade Launcher

Damage: Very High

Penetration: N/A

Accuracy: Low

Range: Long

Rate of Fire: Very slow

Reload Time: N/A

Fire Mode: Single-shot

Magazine Capacity: 1

Total Ammo: 30

Enhanced Variant: None

Think of the Grenade Launcher as a multiple-shot, instantly exploding Pipe Bomb. It fires a single, arcing projectile grenade that lands with a "thunk" and promptly explodes. Point the weapon higher or lower before firing to increase or decrease the angle of the launch and, therefore, the distance the grenade travels.

The exploding grenade instantly liquefies Common Infected and usually delivers terminal blows to all Special Infected except Tanks or Witches, although it is incredibly effective against them as well.

The effectiveness of this weapon is completely dependent on the competence of the user. Because the grenade takes time to reach its target, you should fire at where the target will be, and not where it is when you launch the grenade. The grenade launcher uses a different ammo type than the other weapons. It can't be replenished by ammo piles. Once it runs out, it's done.

The Grenade Launcher is a mid- to long-range weapon only. You might as well point the weapon at your feet and blow your feet off—this is just as effective as attempting to fire a Grenade Launcher when you're swarmed by foes. SWitch to a Pistol or Melee Weapon at once!

The Grenade Launcher is designed to provide hard-hitting supporting fire to the rest of your team. It doesn't mean accidentally hitting your team, or you'll be responsible for more Survivor deaths than the Infected. One good thing is that it isn't easy to cause self-harm with this weapon.

The Grenade Launcher is useless (and extremely dangerous) in narrow, enclosed spaces. Use it in wider expanses with a good view and no scenery to block your grenade's path.

Secondary Weapons

Pistols (and Dual Pistols)

Damage: Low
Penetration: Low
Accuracy: Medium
Range: Short to intermediate
Rate of Fire: Medium
Reload Time: Fast
Fire Mode: Semi-automatic
Magazine Capacity: 15 (30)
Total Ammo: Unlimited
Enhanced Variant: Magnum Pistol

Magnum Pistol

Damage: High (for pistol)
Penetration: Medium
Accuracy: Medium
Range: Medium
Rate of Fire: Medium
Reload Time: Medium
Fire Mode: Semi-automatic
Magazine Capacity: 8
Total Ammo: Unlimited
Enhanced Variant: Pistol (and Dual Pistols)

You begin with a Pistol, which is used when you are incapacitated, no matter whether or not you're armed with a Melee Weapon (which takes the place of a Pistol or Magnum). Your trigger finger needs to be itchy—the faster you manually fire, the more bullets are released from the chamber.

Dual-wielding is advisable, for obvious reasons (greater ammunition and rate of fire). Pistols are accurate and perform better at longer ranges and are, therefore, a good choice to pair with a Shotgun so you have range and flexibility with your takedowns. (Although having a teammate perform this function is usually a better plan.)

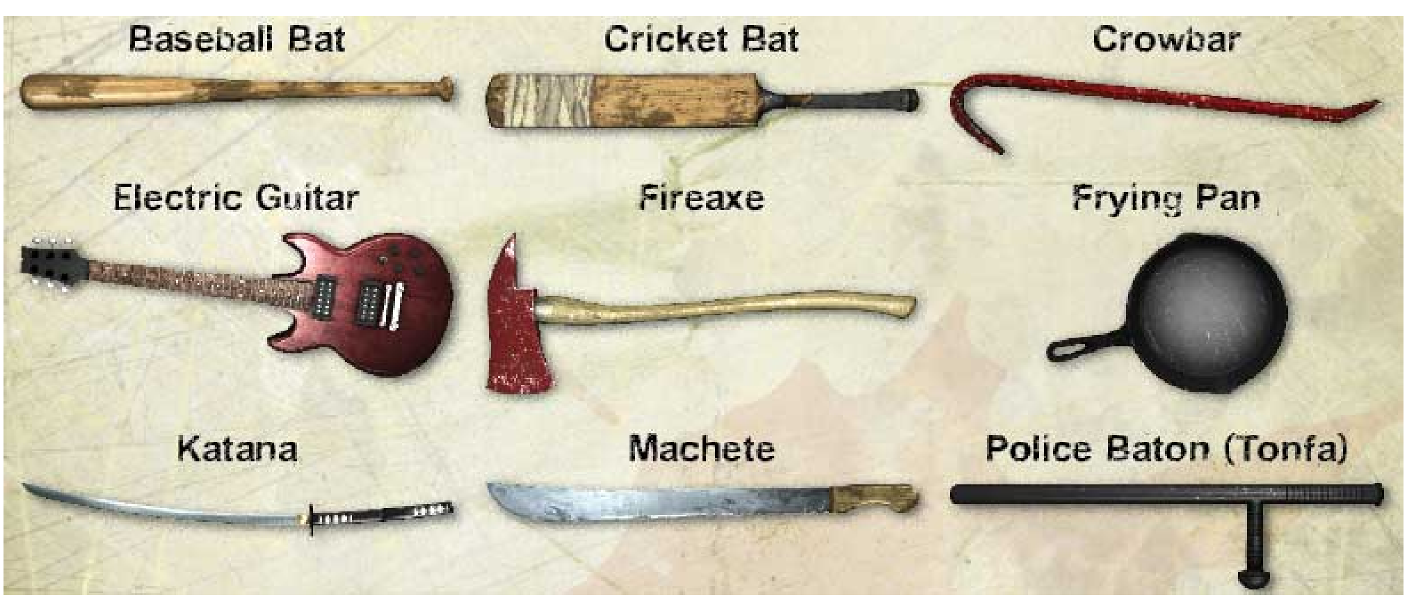
Alternatively, you can partner Pistols with a Sniper Rifle, so you can fire on long-range foes while moving, which is more difficult with a Sniper Rifle, especially one that is scoped. You can also flip to a pair of fully loaded pistols or a Magnum hand-cannon instead of reloading your Primary Weapon if you need to keep on firing, or if you're worried about your Primary Weapon's ammunition reserves (a problem with SMGs).

The Magnum (which you can pick up during the Hotel stage of Dead Center when a Primary Weapon isn't yet available) is a great alternative to a Primary Weapon if you want quick headshot executions of the Common Infected, instead of a large number of shots (which the Pistols are better suited for).

This hand-cannon is usually a better bet than Pistols, as it also has unlimited ammunition but is far more effective. Its drawback is its relatively small chamber, but this is made up for with a quick reload time. Note that you can't duel-wield the Magnum.

With either Secondary firearm, you may wish to drop it for a Melee Weapon to give you greater flexibility.

Melee Weapons



Melee Weapons are a variety of armaments, or tools appropriated for violent use, that are designed to be swung and struck about the heads and bodies of the Infected during frenzied bouts of close-quarters fighting. They slay between one and three Common (or Uncommon) Infected with a single swipe, but aren't nearly as effective on the tougher Special Infected, such as Chargers, Tanks, and Witches. (Primary Weapons or projectiles are recommended for them.)

Some Melee Weapons bludgeon (the Cricket Bat), while others slice (the Katana), and the amount of blood and dismemberment you'll see on your screen varies with each. However, the damage all of these items do is identical. You can also Melee Shove a foe (or a couple if you're surrounded), before attacking with your Melee Weapon, but this isn't as necessary as with a firearm.

Use Melee Weapons when you're swarmed, when you're guarding a narrow exit (such as the hatch of the wrecked airliner during Swamp Fever), or when you want to slay a Boomer, and don't mind getting covered in Bile. (In fact, the Melee Weapons are the go-to armaments when this occurs, and actually make tackling a Boomer a lot less of a problem.) Spinning on the spot and striking with Melee Weapons is also encouraged. The following table shows where to find specific Melee Weapons during the campaigns:

Campaign	Available Melee Weapons
Dead Centre	Baseball Bat, Cricket Bat, Crowbar, Fireaxe, Katana
Dark Carnival	Baseball Bat, Crowbar, Electric Guitar, Fireaxe, Katana
Swamp Fever	Baseball Bat, Cricket Bat, Fireaxe, Frying Pan, Machete
Hard Rain	Baseball Bat, Crowbar, Fireaxe, Frying Pan, Katana
The Parish	Baseball Bat, Electric Guitar, Frying Pan, Machete, Tonfa

Note

Melee Weapon or Pistols? This all depends on your style of play, but keep this in mind: You have a Primary Weapon already and Pistols are employed when you're incapacitated—even if you're carrying a Melee Weapon. Melee Weapons inflict damage at close range with greater ease than Pistols, which makes Melee Weapons a good backup weapon if you want to slay your Infected up-close and personal.

Melee Enhanced

Chainsaw

Damage: Very High
Penetration: N/A
Accuracy: N/A
Range: Very Short
Rate of Fire: N/A
Reload Time: N/A
Fire Mode: N/A
Magazine Capacity: N/A
Total Ammo: 30 seconds of continuous use

This gardening implement, now repurposed for Infected nullification, is a melee combat-fan favorite. After a couple of seconds' delay to start the motor, this becomes a terrifyingly violent bringer of blood. Produce and activate the Chainsaw as the zombies close in, and not when they reach you or you'll be mauled for a couple of seconds.

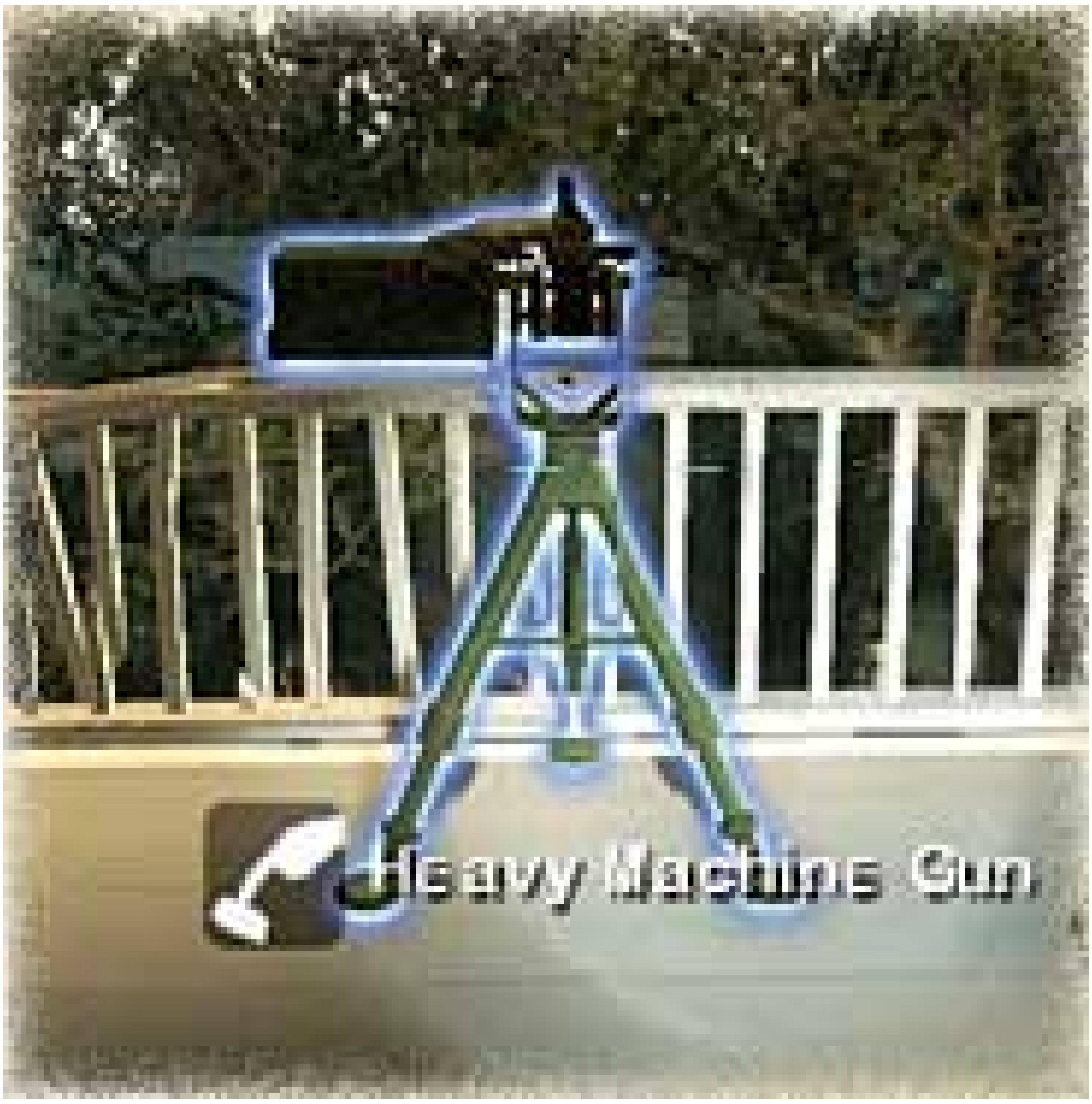
The damage the Chainsaw causes is horrific and impressive, cutting through Infected bones like butter and dropping multiple foes the moment it strikes. Note you have to press your Weapon button for the blades to reach their fastest speed and for you to thrust the weapon. When this occurs, any Common or Uncommon foe is torn apart.

Special Infected are also susceptible to the Chainsaw, but those with more melee aggression (such as the Charger, Tank, and Witch) can easily overcome the attack with their own strikes, even though the Chainsaw can damage them. So attack while these foes are preoccupied.

The fuel for the Chainsaw slowly depletes and is good for 30 seconds of continued use. So, you should thrust the Chainsaw only when enemies are within the blade's range. But for cutting through a solid circle of Infected, there's nothing better; in fact, you might encourage your friend to throw a Bile Bomb over you just so you can really let rip! Note that once the chainsaw's fuel runs out, you'll be equipped with a single pistol in its place.

Mounted Weapons

Heavy Machine Gun Turret

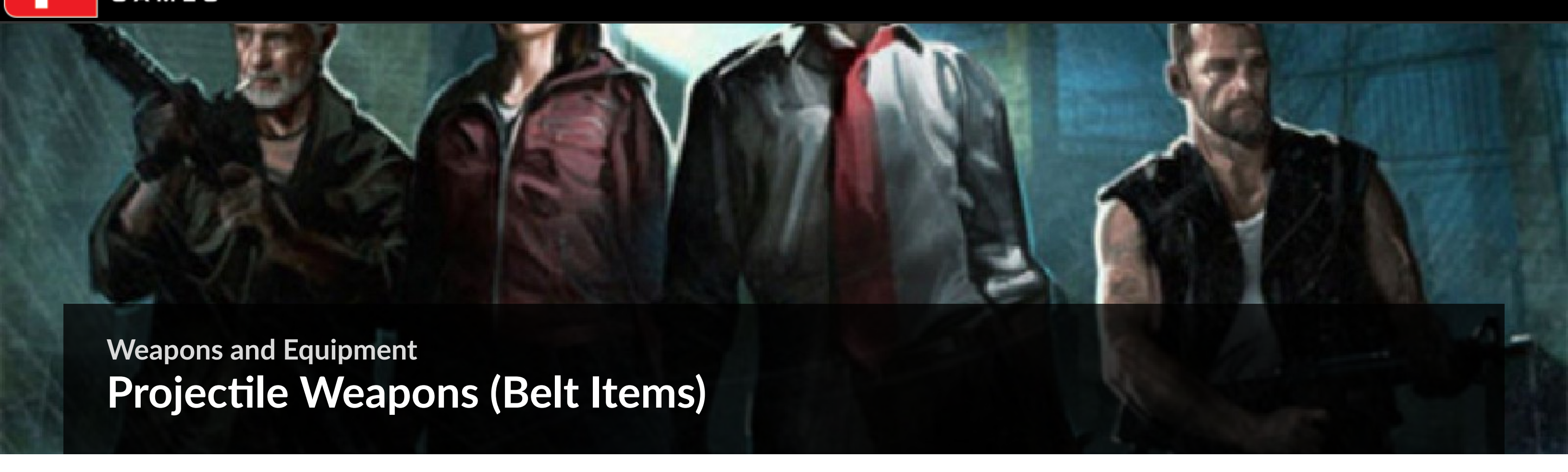


Damage: High
Penetration: High
Accuracy: Medium
Range: Intermediate to long
Rate of Fire: Extreme
Reload Time: N/A
Fire Mode: Automatic
Magazine Capacity: N/A
Total Ammo: Unlimited

Only appearing twice during the campaigns (there's one mounted on the Plantation Mansion in Swamp Fever, and another on a military vehicle during the Parish finale), Heavy Machine Gun Turret provides extremely potent and devastating rapid-fire that cuts through foes easily and effectively. Simply point, shoot, and continue until nothing's left.

This obviously doesn't extend to your own team, who can easily be caught in the gun's line-of-fire. So avoid friendly-fire situations, using the weapon to aim at masses of foes or larger, Special Infected forces, especially the Tank. This is highly effective at killing Tanks, if you're not overwhelmed by side attackers.

Although supremely devastating, the Heavy Machine Gun Turret has some pretty problematic shortfalls—the worst is its immobility. You cannot shift it to another position or turn it more than 100 degrees from left to right. This makes you a sitting target, so a second teammate should guard you to prevent flanking attacks from foes. Note that the Heavy Machine Gun Turret will overheat if used continuously without a cool-down period.



Weapons and Equipment

Projectile Weapons (Belt Items)

Projectile Weapons

These three objects fit on your Belt with a Health enhancement item. Only one of them can be carried at a time. The projectiles are thrown and cause three interesting, and usually disgusting effects:

Molotov

Molotovs are useful for lobbing into an area you want to clear (such as a building that you suspect contains multiple foes or Special Infected), into a group of foes to set them on fire instantly, or into a location you want to prevent attacks coming from. The most strategic use is to figure out where a Horde is about to appear from (or spot it), lob the Molotov, and watch the Infected burn!

Of all three projectiles, the Molotov can be the most damaging if it impacts near your team. But it is excellent for removing Special Infected threats—watch a Witch stumble and fall, or a Tank quicken his pace. There's no need to fire on flaming foes; they are burning to death without additional help.

Molotovs are extremely effective, unless you're wading through parts of Swamp Fever or Hard Rain. The fire doesn't burn well in water that isn't very shallow. It also doesn't affect CEDA Agents during Dead Center.

You can actively use the fire from a Molotov attack if you're playing as Infected during Versus matches. Pull a Survivor through the flames when playing as a Smoker, steer or charge into fire with a Survivor in tow when playing as a Jockey or Charger, or rush into fire and then into a Survivor if you're a Boomer, which forces your foes to get covered in your innards.

Pipe Bomb

The Pipe Bomb is a densely packed explosive with a short fuse and a blinking light that emits a beeping sound. When thrown, even into water, the Pipe Bomb attracts all types of Common and Uncommon Infected, with the exception of Road Crew zombies in Hard Rain. Special Infected are unaffected by the sound; use explosive objects, Molotovs, or Bile Bombs.

After 5 to 10 seconds, the Pipe Bomb detonates, and the assembled zombies are torn apart in a fountain of blood and offal. Naturally, you want the most bang for your buck, so throw these when you're being, or are about to be, swarmed by a Horde.

Mop up any Infected that were incoming at the time of the explosion. They are likely to be temporarily stunned. Special Infected (including Tanks) can be stunned, too, providing the explosion occurs when the Tank is nearby, but this is a rare occurrence.

This weapon is incredible for clearing out Common Infected, but it can also be used as an escape tool, with the dismemberment of foes as a secondary consideration. Clear an escape route, Safe Room entrance, or other location you wish to reach, if foes are blocking your path.

Bile Bomb

Also known as Boomer Bile, Bile Vial, or Vomit Jar, this small sample of Boomer Bile is perfect for attracting a Horde of Common Infected. Lob it far from your group and once the vial lands, it shatters, creating a small green cloud of Bile. Drop it at your feet, and it acts just like a Boomer vomit—so don't.

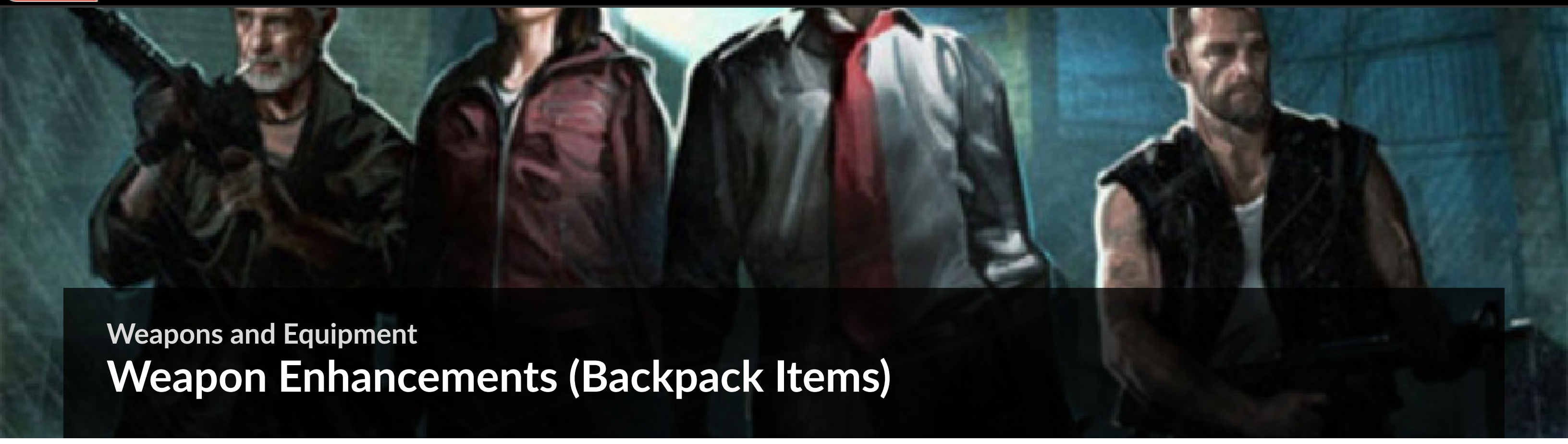
Bile Bombs are found on the corpses of CEDA Agents (Dead Center), or randomly scattered throughout the stages you venture through.

Bile Bombs are incredibly useful for moving Common and Uncommon Infected away from a route, a downed friend, or other location you don't want them to be in. After 15 to 20 seconds of the group scrabbling, the Bile cloud dissipates and the Infected turn on you again.

If you haven't escaped, slaughter them all with your favorite (and usually ranged) weapons, thrown in a Pipe Bomb, or Molotov, or set off a Fuel Can or other explosive object.

Those Survivors with accurate throwing arms should lob these at Special Infected, who are then stormed and attacked by their usually friendly Common brethren. As you can imagine, this makes fighting more dangerous foes, such as Chargers, Tanks and Witches, much less frenzied.

The only downside is that Bile doesn't harm the Common Infected, so you must expend ammunition to rake through the assembled group.



Weapons and Equipment

Weapon Enhancements (Backpack Items)

The following weapon enhancements are designed to augment your firepower, and apply to Primary Weapons and Pistols (but not Melee Weapons). They are carried on your back, only carry one at a time. As First Aid Kits are also Backpack Items, it is usually better to pick up one of these Packs, instantly use it, and then pick up the First Aid Kit you dropped.

Up to four teammates should pick up and add augmented shells/bullets to their Primary Weapons. This is done automatically, and the subsequent shots are of this type. You cannot choose when to employ the shots once the ammo pack has been added to your equipment.

Although one teammate has to sacrifice carrying a First Aid Kit on their back, it is better to keep an Ammo Pack until you really need it, such as during a finale or when you're about to repel a large number of foes or a Special Infected. However, because First Aid is usually more helpful to an Ammo Pack carrier in the long run, immediate distribution usually occurs.

Explosive Ammo Pack

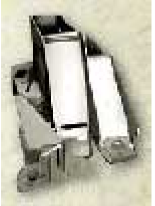
When taken, your next magazine or rounds are fully-stocked with explosive ammunition (except for the M60; only the remaining ammunition is transformed). They immediately dispatch most Infected with a blast similar to that of a Grenade Launcher, which can knock down other foes in the vicinity, and wound them even if the shot impacts a nearby wall, close to a foe.

It is useful to pepper these explosive rounds into larger Special Infected such as the Tank too, or to cause a Witch to be knocked back, preventing her from reaching you or a teammate. Use them sparingly, and with weapons that have sizable magazines.

Incendiary Ammo Pack

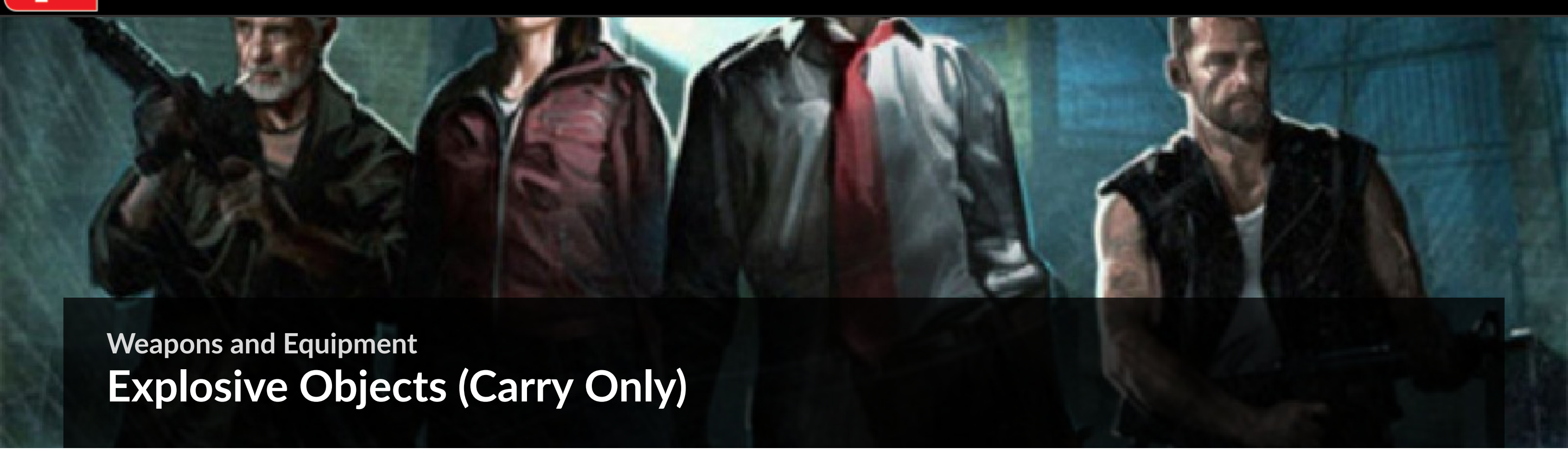
When taken, your next magazine or rounds are fully-stocked with incendiary ammunition (except for the M60; only the remaining ammunition is transformed), meaning they immediately set a target on fire, burning for around five seconds. This helps nullify large numbers of Common Infected, as well as Special Infected, although your vision is reduced through the haze of staggering, burning bodies. Each shot kills a Common and Uncommon Infected, so use them sparingly, and with weapons that have sizable magazines.

Laser Sight



This Laser Sight is found and deployed simultaneously, so it isn't something you carry around with you. When taken, it adds a red laser sight to your Primary Weapon (and Pistols or Magnum, if you have them instead of Melee Weapons).

The Laser Sight helps you aim, but disappears when you drop a weapon to pick up another, so use this only with a favorite firearm.



Explosive Objects

The following three items have special (and spectacular) explosive capabilities and are designed to block pathways you are defending, or to funnel foes into your team's "meat grinding" personnel.

All three items share the same basic function. They are randomly found, usually near where a large-scale battle is about to take place, and should be picked up and moved to a strategic position beneficial to your team.

The items can be used aggressively when carried (the Melee Shove) but should be dropped in favor of real weapons if combat becomes necessary.

The objects can also be thrown so that they land in the general area you want them to serve as quick defenses before Hordes or Special Infected arrive. You can even try "skeet-shooting": One player throws an object and another fires at it if you need the explosion as soon as possible.

These items can also be carried from Safe Room to Safe Room if you really want to, and don't explode if you're lugging them around. (Any friendly fire strikes you, not the object.)

Fuel Can (AKA Gas Can)

This is a one-use item that sets fire to the ground and any Infected that are on it or passing through the flaming area. The expanse of flames is wider than what a Molotov creates. It is also safer, too, as you can place the Fuel Can in a specific area rather than rely on your or your teammate's trajectory.

The only downsides to using Fuel Cans are the time required to set up the trap properly and the fact that they don't burn well in water.

Fuel Cans are used in the refueling of Jimmy Gibbs Jr.'s car during the Dead Center Campaign, and also form the basis of the Scavenge Mode.

Propane Tank

Instead of catching fire, the Propane Tank explodes with considerable force, much like a Pipe Bomb, and this is the key to using it successfully. The Propane Tank can overbalance a Tank (useful when the beast is already ablaze), remove groups of threats (especially if used with a Bile Bomb), clear an exit point of foes, or use it tactically to rupture a Fuel Can.

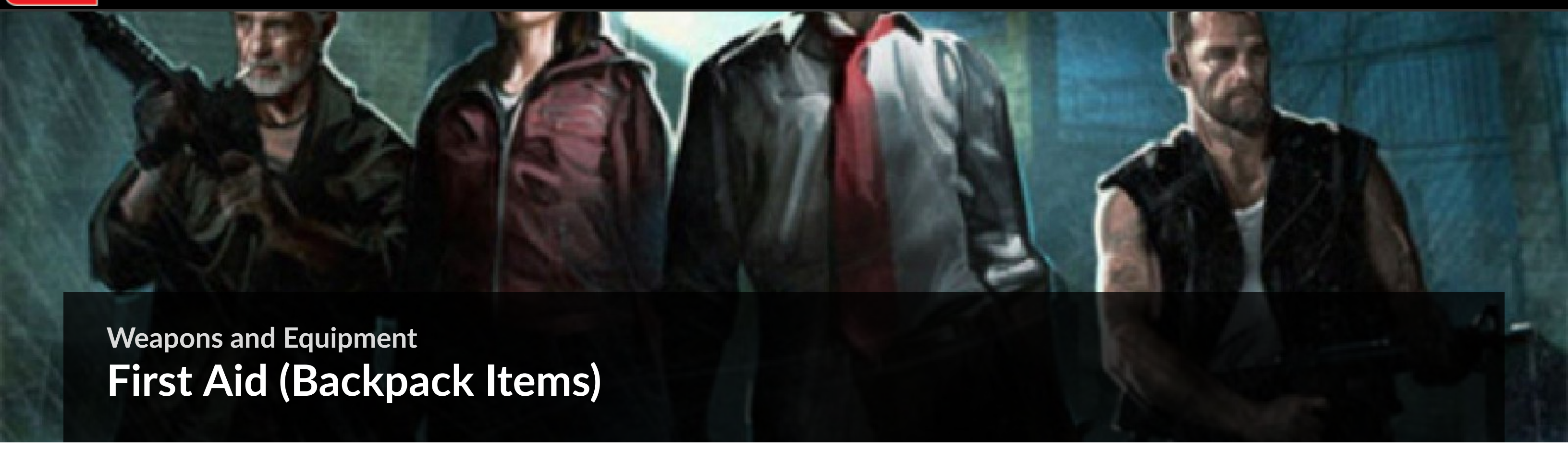
The downside to using a Propane Tank is having it explode when nothing is nearby, or when a teammate ventures too closely, as the damage is enough to stagger a Witch and cause foes to fall from ledges or cliffs. Don't overlook this key offensive item, and fire when ready after you set it down in a visible area so you have an easy, clear shot.

Oxygen Tank

Similar to the Propane Tank, hitting an Oxygen Tank results in the pressurized canister exploding after a short delay (and audible hiss), which can be annoying if foes run past before the detonation.

Gauge the time that it will take a distant enemy to reach you and fire on the Oxygen Tank so it detonates as the foes arrive. Or simply lob in a Bile Bomb so foes swarm at the Oxygen Tank and then shoot it.

Just like the Propane Tank, the exploding Oxygen Tank is useful for causing horrific damage to a Tank or Witch and also temporarily stuns them, allowing your team to finish the foes with a little more time to spare.



Weapons and Equipment

First Aid (Backpack Items)

The following items are designed to augment your team's general health. They are carried on your back, and you can carry either the Defibrillator or the First Aid Kit, but not both.

Either of these items are carried when selected, and a Melee Shove can be used to push a foe back before you use the item. (Using Melee Weapons is better, though, because the foe will simply return to attack after a Shove). You have no other offensive capabilities while you're holding either the Defibrillator or the First Aid Kit.

Note

The following Items (First Aid and Health enhancements) can be self-administered or given to a nearby teammate.

Defibrillator

Encountered infrequently and easily distinguishable, Defibrillators offer the user the chance to save the life of a downed teammate if they have already succumbed to their wounds, but before they are transported to a Rescue Closet. Get to them during the minute or so that their corpse is lying on the ground.

Administer the Defibrillator as you would any other item and requesting cover from remaining teammates so you aren't attacked during the resuscitation. When complete, the victim is revived, although they still may need additional healing.

The Defibrillator isn't usually picked up in favor of First Aid, due to the (understandably) selfish nature of Survivors. However, if you usually take a long-range view of combat, you might carry this device to use on an aggressive teammate who gets into a situation they can't resolve with blind, ugly violence.

Try grabbing these to use during a finale or other major occurrence where you know there's likely to be Health already available, such as the finale at the Tank eatery during Hard Rain.

First Aid Kit

First Aid Kits are found dotted randomly through a location, although the number lessens on more difficult game settings. The Kits are always found inside Safe Rooms, and usually found in First Aid Stations.

When you administer the First Aid Kit, you are prone and almost immobile (you can turn, and fire at incoming foes when being healed by someone else, but should not move, or the administering begins again) for around 4 seconds, so request cover from a teammate. First Aid can be given to a wounded teammate (who can provide the cover for you).

Around 60 points of the Health you have lost is restored when you use a First Aid Kit, up to a maximum of nearly 100 Health. This means you receive much more Health if your Health is closer to zero than 100, so judge the optimal time to use it.

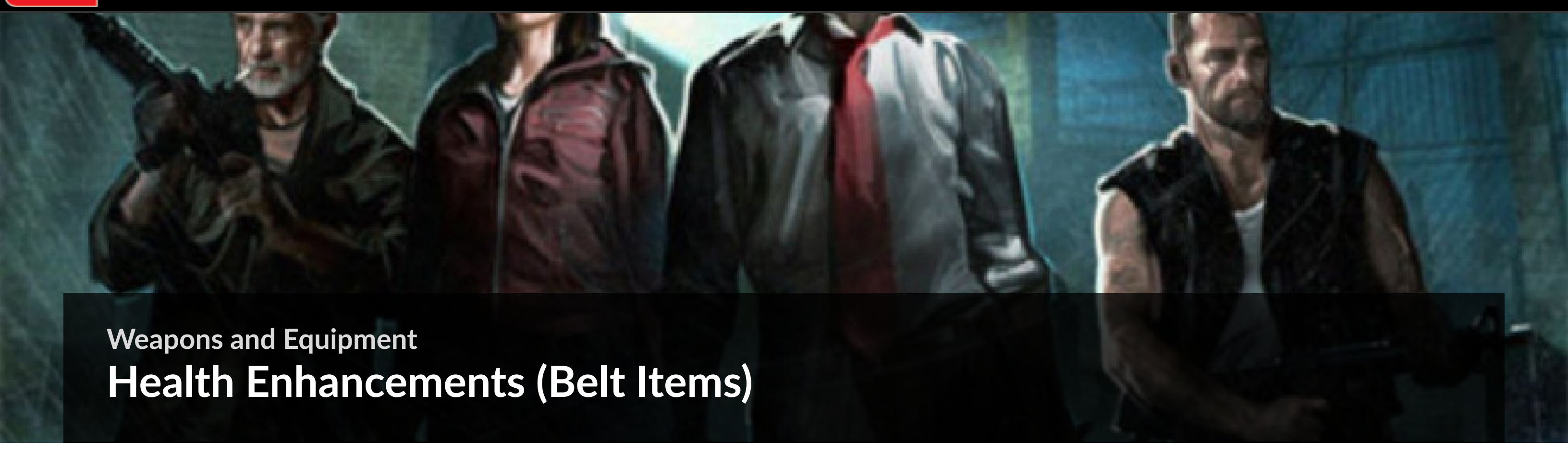
As you begin to slow down at around 50 Health or less, this is the time to administer First Aid, but try to survive a little longer if additional Kits are not available.

First Aid Stations

This wall-mounted cabinets contain a combination of First Aid Kits and Pain Pills and are a welcome sight to a weary adventurer.

First Aid Stations appear in many (but not all) Safe Rooms, and also are scattered about in other buildings, although they always appear in the same place.

The contents of a Station is dynamically determined by the A.I. Director. If your team is healthy and hasn't used many First Aid Kits or Pills, don't expect many items in here. If your team hobbled to a Station and almost expired, expect the cabinet to be packed with First Aid Kits and Pills.



Health Enhancements (Belt Items)

Health Enhancements

You can carry either Adrenaline or Pain Pills in one of your inventory slots, but not both at the same time. Use them if you need them, but do this quickly, as you have no offensive capabilities while you're holding either item.

Adrenaline

Jab a syringe into yourself to instantly receive a +25 Health boost, slight tunnel vision, and a sharp view of your surroundings. This boost gradually diminishes, and cannot take your Health over its maximum. It also gives you a speed boost.

Adrenaline is useful mainly to cover distances much more quickly than normal (and secondarily, to receive a Health boost), as it has the added effect of maximizing your speed. It also allows you to shrug off Common Infected attacks that usually slow you down.

Use Adrenaline when you need to cover ground, either to escape an area or to sprint through a highly dangerous zone to a switch that needs pressing. You also may wish to use it when facing a large entity such as a Tank, to slightly quicken your strafing capabilities. Adrenaline is also great to use to revive, heal, defib, or pour faster.

Pain Pills

When taken, Pain Pills add 50 points to your Health, however, this fix isn't permanent.

This item is designed to give you a temporary boost in Health if you've been wounded, and don't want to use (or don't have) a First Aid Kit. The boost shows up visually in your Health bar (which slowly decreases back to the wounded state you were in before popping the Pills).

Any mobility issues are healed, but if you take damage, your "lower" Health (the level prior to receiving the pills) takes the hit. Find a First Aid Kit to heal "properly," but don't do this immediately, as this would simply waste the Pills' boost.

Note

The items your teammates are carrying are visible to you. Items appear on their personages, either on a Belt or Backpack (hence the named genre of items), but they also appear along the bottom of your screen, above your team member's Health.

If you're wounded, or require a Health item, or you've found an item and another team member needs it, a quick check of their inventory helps your cause.

Achievements Appendix

Achievements

To complete your planning for the zombie apocalypse, you must employ a new degree of cunning and combat prowess to unlock a variety of Achievements. Below is a list of all Achievements and information on the easiest way to unlock each one.

Caution

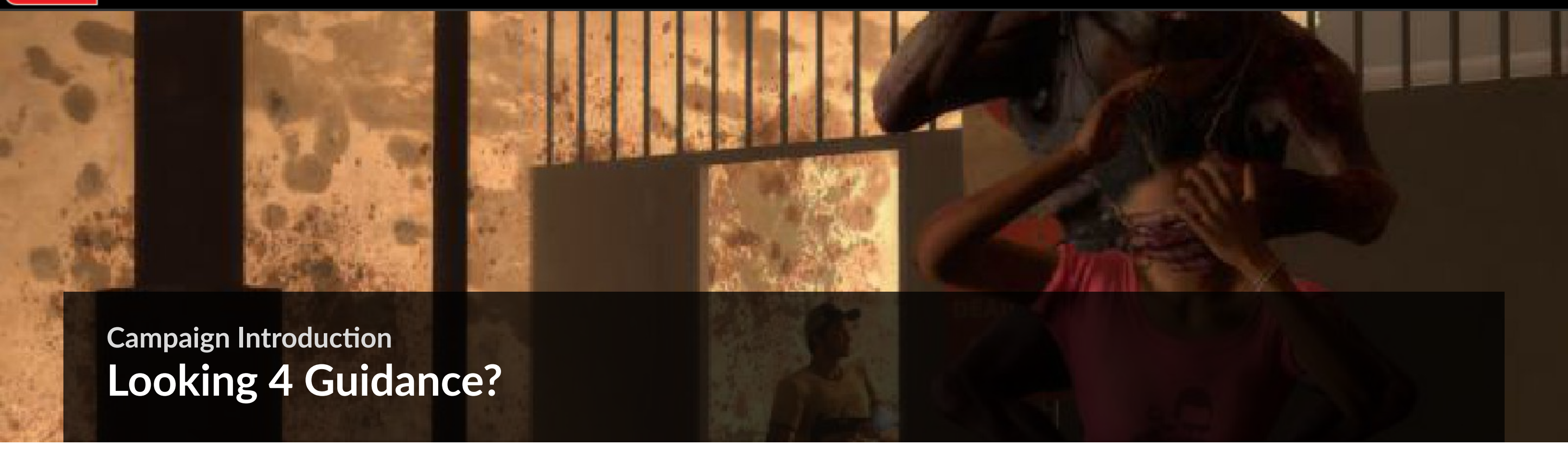
Spoiler Alert! Some of the information contained in this chapter reveals aspects of the game you may not be familiar with. You have been warned!

Achievements

Icon	Name	Description	How to Obtain
	CLOWND	Honk the noses of 10 Clowns.	Relatively simple, as long as you focus on only killing Clowns after Melee Striking each one (so the nose honks), and your colleagues don't accidentally take down these Uncommon Infected during Dark Carnival.
	FRIED PIPER	Use a Molotov to burn a Clown leading at least 10 Common Infected.	Look for a Clown during Dark Carnival, ideally in an expansive area where you can strafe, stop your friends from firing, ready your Molotov, and wait for the procession behind a running Clown to grow to ten. Then burn them.
	LEVEL A CHARGE	Kill a Charger with a Melee Weapon while they are charging.	Swift reactions (or a friend who wants to spawn as a Charger during Versus or Scavenge and stand there) is needed for this; as Chargers randomly appear, Scavenge or Survival is the easiest mode in which to complete this task.
	ACID REFLEX	Kill a Spitter before she is able to spit.	This is a straightforward culling. Tag a Splitter in the head from range to ensure the acid doesn't leave her gullet. At closer range, spotting a Spitter and reacting quickly is the key; charging in or using close weaponry usually isn't fast enough.
	CONFEDERACY OF CRUNCHES	Finish a campaign using only melee weapons.	A mixture of running, Adrenaline, Pain Pills, a dogged determination never to stay in one place, and setting the Difficulty to Easy all help you achieve this one. Only one of the five campaigns needs to be finished, so choose the shortest, or one you're most familiar with.
	CRASS MENAGERIE	Kill one of each Uncommon Infected.	This usually involves simply finishing all of the campaigns, although some of the Uncommon Infected have particular foibles to be aware of. Read the "Survivors and Infected" chapter so you know exactly how to tackle each type.
	A RIDE DENIED	Kill a Jockey within 2 seconds of it jumping on a Survivor.	Simply stay close to another teammate, wait for a Jockey to leap aboard, and then pepper the Jockey's head with gunfire, or slash them with a Melee Weapon. The health of your friend is secondary to this Achievement!
	HEAD HONCHO	Decapitate 200 Infected with a Melee Weapon.	Take a Melee Weapon, and don't stop slashing foes until this Achievement is awarded. As some Melee Weapons (the Katana and Fireaxe) are better at this than others (all the rest), use those that make a mess, and slash at head height.
	HEARTWARMER	In a Versus match, leave the Safe Room to defibrillate a dead teammate.	Whenever you start, finish, or are close to a Safe Room, look for a Defibrillator, or carry one with you, enter the Safe Room, and then step out and save a Survivor already being pounded by the Infected. Tricky, but not impossible.
	STILL SOMETHING TO PROVE	Survive all campaigns on Expert.	Tricky, and impossible? Only if you lack the necessary skill. This Achievement is designed to test the mettle of the hardest of the hardcore. Use the tactics present in this guide, and make as few mistakes as possible. There's little room for error.
	THE REAL DEAL	Survive a campaign on Expert difficulty with Realism mode enabled.	Trickier, and insanely difficult. For this Achievement, you must trek through a single campaign without the help of the "glows" around your friends or equipment. Pick a campaign you're most familiar with or the easiest and find some competent colleagues!
	STRENGTH IN NUMBERS	Form a team and beat an enemy team in 4v4 Versus or Scavenge.	This is awarded early in your online antics, as soon as you confidentially demolish a quartet of rivals. The only real problem is finding eight human players.
	DEAD IN THE WATER	Kill 10 swampy Mudmen while they are in the water.	As Mudmen have an annoying habit of running at you, this means halfsubmerging yourself in the putrid water during Swamp Fever and letting your colleagues know that any of these Uncommon Infected are yours to bag.
	ROBBED ZOMBIE	Collect 10 vials of Boomer vomit from infected CEDA agents you have killed.	During the first Dead Center Campaign, this involves the slaughtering of the Infected clad in hazmat suits and then checking each corpse for a vial of Boomer Bile. Throw the Bile before collecting the next vial.
	DISMEMBERMENT PLAN	Kill 15 Infected with a single Grenade Launcher blast.	Although it might seem difficult, this is extremely simple once you lob a Bile Bomb or a Pipe Bomb to attract a gaggle of the Common Infected. Then shoot an accurate grenade before the Infected blow up, disperse, or are shot by teammates.
	BURNING SENSATION	Ignite 50 Common Infected with Incendiary Ammo.	This involves randomly finding the Incendiary Ammo Pack, activating it, and then blasting away at an increasing number of singed foes. The best time to attempt this is when a Horde is active, such as when a car alarm is going off, or a switch needs pressing.
	ARMORY OF ONE	Deploy an ammo upgrade and have your team use it.	These boxes are randomly found, although there's usually a Laser Sight inside the gun store during Dead Center. Any box you find and then drop for your team to upgrade their bullets and shells wins you this Achievement.
	SHOCK JOCK	Revive 10 dead Survivors with the Defibrillator.	This involves waiting until your friends are dead and then using the randomly occurring Defibrillator to bring them back. This takes considerable time, but continued use with this item is the key to obtaining this reward.
	THE QUICK AND THE DEAD	Revive 10 incapacitated Survivors while under the speed-boosting effects of Adrenaline.	As long as the requirements are met—that you're under the influence of Adrenaline, and you're helping downed teammates back up after a nasty clawing—this is straightforward but lengthy. Use the Adrenaline after a friend goes down, not before.
	CHAIN OF COMMAND	Kill 100 Common Infected with the Chainsaw.	Because the Chainsaw has a limited amount of fuel, it is wise to use it in short, sharp bursts, ideally just as a group of Infected are closing in on you. Learn when a Horde is about to appear, and let the bloodletting begin!
	SEPTIC TANK	Use a Boomer Bile grenade on a Tank.	Not only is this entertaining, but it is also informative: You'll have a newfound appreciation for this projectile weapon when you realize it impedes a Tank's attack. Lob it straight at the head of this pink behemoth and watch the Infected swarm it!
	CLUB DEAD	Use every Melee Weapon to kill Common Infected.	Throughout your campaigns, be sure you grab the Fireaxe, Baseball Bat, Cricket Bat, Crowbar, Katana, Frying Pan, Electric Guitar, and Machete (and the Chainsaw for good measure). Bludgeon, slice, and dice with all of them.
	TANK BURGER	Kill a Tank with Melee Weapons.	Holster your fancy firearms, and after filling up on Health and perhaps Adrenaline, have all four of your team tackle the Tank using longer Melee Weapons (like the Baseball Bat or Katana) and circle-strafe with agility. This ain't easy!
	BRIDGE OVER TREBLED SLAUGHTER	Cross the bridge finale in less than 3 minutes.	Rampage across the last part of The Parish by learning the quicker routes across the bridge, dodging all attackers, arming yourselves with Melee Weapons, ignoring Tanks, and using distracting projectiles as you race to the chopper.
	PRICE CHOPPER	Survive the Dead Center Campaign.	This means you must complete Hotel, Streets, Mall, and Atrium. Found Jimmy Gibbs Jr.'s Blue 22 racer? He won't be needing it anymore judging by that jumpsuited zombie you might have seen during the finale.
	MIDNIGHT RIDER	Survive the Dark Carnival Campaign.	It's none of the fun of the fair as you cut and thrust your way through Highway, Fairground, Coaster, Barns, and the infamous Concert, where a mixture of fireworks and hard work pays off. No need to bring the gnome for this one.
	RAGIN' CAJUN	Survive the Swamp Fever Campaign.	Become less concerned about the mosquitoes, and more about the dental hygiene of the backwoods beasts you're culling as you trek through Plank Country, Swamp, Shanty Town, and Plantation.
	WEATHERMAN	Survive the Hard Rain Campaign.	Witches have developed a sweet tooth, and your team must not develop a tendency to shoot anything that's weeping, or you'll never complete Milltown, Sugar Mill, Mill Escape, Return to Town, and Town Escape.
	BRIDGE BURNER	Survive the Parish Campaign.	Beating the Big Uneasy is no mean feat thanks to the extra-tough location and madcap finale; earn this Achievement by finishing Waterfront, Park, Cemetery, Quarter, and Bridge.
	VIOLENCE IN SILENCE	Navigate the impound lot and reach the cemetery Safe Room without tripping any alarms.	This one begins when you reach the impound car lot during The Parish stage called Cemetery. Exit the sewer, use Melee Weapons, and rapidly head down the center of the car lot to minimize the chances of failure.
	GUARDIN' GNOME	Rescue Gnome Chompski from the carnival.	The roaming gnome is the key to obtaining the only non-Achievement prize, so head to the Peanut Gallery (in the Fairground stage), and score 750 points in this Dark Carnival game. Grab the gnome from his small red prison.
	SOB STORY	Navigate the Sugar Mill and reach the Safe Room without killing any Witches.	This relies on competence, a strict control of itchy trigger fingers, and remembering the plan for leaving Witches alone (usually giving them a wide berth, and no flashlights in their faces). Now do this during Stage 2 of Hard Rain.
	WING AND A PRAYER	Defend yourself at the crashed airliner withouttaking damage.	The remains of the plane can be found during Swamp Fever, in the aptly titled Swamp stage. As you reach the hatch door, remain in the middle of the plane, as stepping out on the wing exposes you. Guard the hatch with a Melee Weapon and hope for the best.
	QUALIFIED RIDE	As the Jockey, ride a Survivor for more than 12 seconds.	This can be attempted during Versus or Scavenge modes. Assuming you don't have a willing steed, you need to find a straggler and ride them in an area where they won't fall or be rescued. Plan the attack carefully.
	BACK IN THE SADDLE	As the Jockey, ride the Survivors twice in a single life.	Giving any of the Survivors a ride is straightforward, but doing it again? It's tricky, as you're usually killed if you try it. Enter Versus (or Scavenge) mode, ride your first Survivor to their death. Then catch the remaining foes and do it again.
	RODE HARD, PUT AWAY WET	As the Jockey, ride a Survivor and steer them into a Spitter's acid patch.	This involves a fair degree of agreement among Infected, as you need a Spitter's help in completing this task. Of course, you can simply look out for a patch of green acid, especially during Versus matches or at a generator in a Scavenge match.
	GREAT EXPECTORATIONS	As the Spitter, hit every Survivor with a single acid patch.	The Spitter must vomit over all four of the Survivors during a Versus or Scavenge match. When your foes aren't willing victims, look for an enclosed room when the Survivors are clearing a house. It is your best bet.
	A SPITTLE HELP FROM MY FRIENDS	As the Spitter, spit on a Survivor being choked by a Smoker.	During Versus or Scavenge matches, work with a friendly constrictor; wander near to the Survivor (without giving either of your positions away) and, once the choke is underway, finish the job with a disgusting acid belch.
	SCATTERING RAM	As the Charger, bowl through the entire enemy team in a single charge.	When a Versus or Scavenge match calls for a team to enter a building, or to move down a long, narrow corridor or road, hope your human foes are in a line, and Charge them, ideally from behind. You don't need the room, so tiny chambers are worth considering, too.
	MEAT TENDERIZER	As the Charger, grab a Survivor and smash them into the ground for a solid 15 seconds.	For this to happen, you must be in Versus or Scavenge mode and have already Charged a foe, ideally after the rest of the Survivors have leaped across a one-way jump, leaving the straggler all on their own. Pummel to completion.
	LONG DISTANCE CARRIER	As the Charger, grab a Survivor and carry them over 80 feet.	You'll need a large, expansive area (such as one of the long streets during the Parish Campaign, the bridge, grassy areas and streets in the mill, the cane field) and apathy or ignorance from the rest of the Survivors. Do this in Versus or Scavenge matches.
	BEAT THE RUSH	In a Survival match, get a medal by using only using Melee Weapons.	The type of medal is unimportant, so at the very least this means surviving for four minutes. Attempt this by finding an area that foes are funneled through, like the gate near the helipad in the Bridge Stage. A lot of running helps, too.
	HUNTING PARTY	Win a game of Scavenge.	Are your motley crew of players up to the task? Can they carry Fuel Cans and attempt successful pouring in the combat zone? As Infected, can they waylay and wage war on those nearing a generator? Not a tricky one, this.
	GAS GUZZLER	Collect 100 gas cans in Scavenge.	During your Scavenge matches, the total number of Fuel Cans is recorded. As you can't gather and pour all 16 Cans that are available in each match, you're likely to play a fair few matches before obtaining this one.
	CACHE AND CARRY	Collect 15 gas cans in a single Scavenge match.	Not easy. This involves Infected incompetence, teammates that chaperone you like you're made out of virus antidote, and a general agreement that you're the person who's on Fuel Can-gathering duty. Adrenaline helps, too.
	SCAVENGER HUNT	Stop the enemy team from collecting any gas cans during a Scavenge match.	A Scavenge shutout? Entirely possible, providing you're following the plans for the Infected, work extremely well as a team, and have a spot of luck during the match. Challenging a completely incompetent set of friends works, too.
	GONG SHOW	Prove you are stronger than Moustachio.	Assuming a Tank hasn't broken the machine and summoned a Horde, locate the "Test Your Strength" machine during the Barns Stage of Dark Carnival, take Adrenaline, and hit the red button with a Melee Weapon.
	FUEL CRISIS	Make a Survivor drop a gas can during overtime.	With the stakes high after previous rounds have gone to a draw, your task is to ensure that a Survivor fumbles the Fuel Can. A Smoker, Jockey, or other well-timed attack by a Special Infected can complete this task. Getting to Overtime is more difficult.
	GAS SHORTAGE	Cause 25 gas can drops as a Special Infected.	This involves the full help of your team, who can waylay Survivors armed with more than a Fuel Can, while you concentrate on the refueling humans during a Scavenge match. Continue this throughout the rounds until completion.
	STACHE WHACKER	Prove you are faster than Moustachio.	During the Barns Stage of Dark Carnival, challenge the 'Stache Whacker machine to withstand your very special mallet: an explosive grenade punted out of your Grenade Launcher. It's the only easy way to beat this game.

The Roaming Gnome

Did you carry Gnome Chompski onto the helicopter? Then you receive a special prize: a Depeche Mode Avatar shirt (in addition to the Achievement for beating the campaign). The stipulation is that the gnome must be held and on the chopper. All teammates who began the campaign (that is, were in the Lobby before the campaign started) receive this special prize, too, providing they didn't exit the game at any point.



Campaign Introduction

Looking 4 Guidance?

Welcome to the zombie apocalypse. From the roof of the Vannah Hotel to the military helipad and every hellhole in between, the bulk of this book is a step-by-step Walkthrough of each of the five campaigns. Here is a quick explanation of what the Walkthrough contains:

There are five different campaigns to attempt in Left 4 Dead 2 . Within each campaign, there either four or five sections, known as "stages." Here is a complete list of all five campaigns and 23 stages:

Campaign 1: **Dead Center**	**Campaign 2:** **Dark Carnival**	**Campaign 3:** **Swamp Fever**	**Campaign 4:** **Hard Rain**	**Campaign 5:** **The Parish**
Stage 1. Hotel	Stage 1. Highway	Stage 1. Plank Country	Stage 1. Milltown	Stage 1. Waterfront
Stage 2. Streets	Stage 2. Fairground	Stage 2. Swamp	Stage 2. Sugar Mill	Stage 2. Park
Stage 3. Mall	Stage 3. Coaster	Stage 3. Shanty Town	Stage 3. Mill Escape	Stage 3. Cemetery
Stage 4. Atrium	Stage 4. Barns	Stage 4. Plantation	Stage 4. Return to Town	Stage 4. Quarter
	Stage 5. Concert		Stage 5. Town Escape	Stage 5. Bridge

For the purposes of this guide, we have further subdivided most stages into subsections we call "areas," each having its own number. Areas are self-contained portions of a stage, such as a group of settlements or an area of land, divided so that you can easily find a particular chokepoint and read tactical information about that locale, which we call "locations."

Campaign: One of the five large-scale undertakings you and your team play, for example, Dead Center.

Stage : A large subsection of a campaign that you can also pick from the in-game menu. An example of a stage is Plank Country.

Area: A fully labeled (and found only in this guide) subsection of a stage, divided and numbered to give clarity to the tactics shown.

Location : One of between six and ten waypoints, chokepoints, or problem zones within an area that are labeled for this guide. Each location provides specific tactics. An example is Location 1A.

A Small Sampling

The sample page elements shown here list the various elements contained within this Walkthrough, so you can understand exactly what you're reading. Here's how all the information breaks down:

1. Campaign Introdcution

After the campaign poster, brief explanations of the four or five stages within the campaign are detailed. After this you'll find a picture and notes on the Uncommon Infected that appears only in this campaign. Then comes a list of Achievements that are unique to the campaign, so that you're aware of what unlocks, when, and how.

2. Stage Introduction and Overview

Next comes the start of the campaign itself—an overview section; in this case, a fiery, zombie-filled hotel called, appropriately enough, "Hotel." This is the first stage of the Dead Center Campaign. The campaign logo appears in one corner. On the map are the areas, optimal (thick) and optional (thin) routes, and possible item locations. Finally, the Walkthrough provides a list of thr advantages the stage has for your team, along with three possible problems.

Note

Due to the random nature of the A.I. Director's whim, the placement of items on the maps isn't completely exact. Sometimes an item is there. Sometimes it is not. But be prepared to scour a ten-foot area around the item icon; as the dot shows the general location of an item, or multiple items.

Walkthrough: Area Tactics

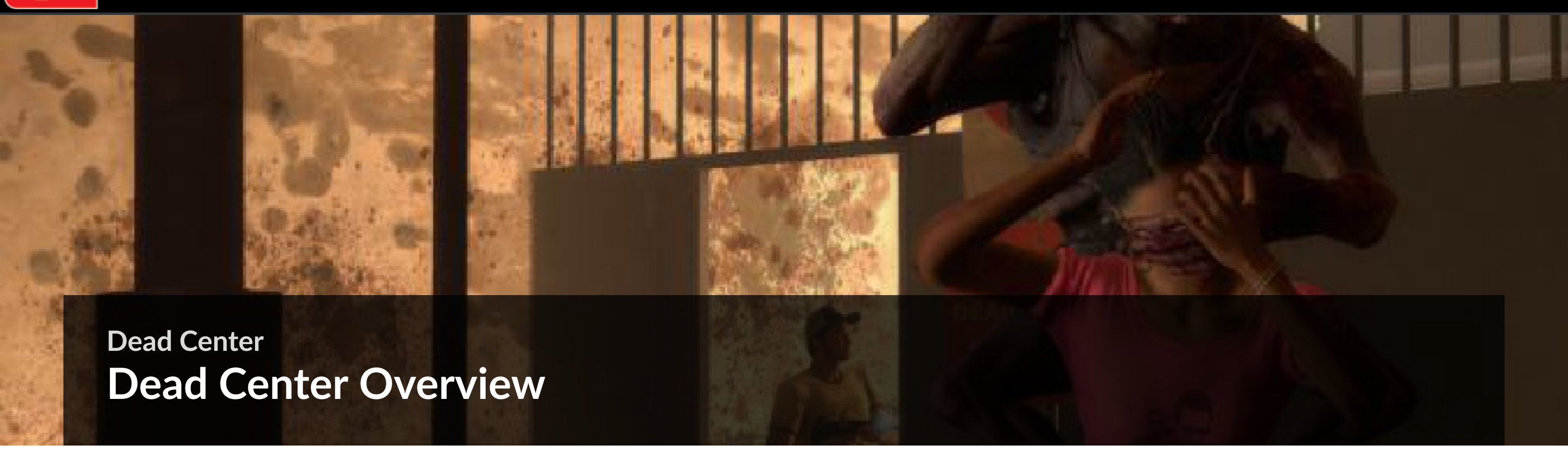
The bulk of the Walkthrough showcases the multiple pathways, problems, and solutions when trekking through every area. They are presented chronologically. If necessary, a detailed Area Map is shown. Next is information on the A.I. Director, which illustrates what random or dynamic changes there may be for this area. Then comes the Walkthrough:

- This gives step-by-step instructions for navigating each location within an area.
- The exact part of an area is known as a "location," for example "Location Start" or "Location 1A."
- In the top corner of many pictures is a location label. This means the picture corresponds to the location on the map, so you can see the environment that has already been pinpointed.
- Additional pictures may also be shown to give credence and extra visual guidance in a particular location.
- The guide also presents Notes (informational boxes), Tips (handy mini-tactics for you to try), and Cautions (problems or dangers to be aware of).
- Once a the area locations have been detailed, an additional box called "Effective Infected" is shown. This text gives tactics you can use when playing as Special Infected in this area during Versus mode.
- Then the Walkthrough moves to the next area.

Note

The information contained within this Walkthrough is designed to be used with the following gameplay modes:

- Campaign
- Realism
- Versus (including Effective Infected box)
- Single-Player



Dead Center

Dead Center Overview

Stage 1: Hotel

The Hotel Vannah is on fire. The helicopters aren't coming back. Fight or be fried. Learn the basics of Infected culling as you descend out of this doomed structure, and fully stock your inventories.

Stage 2: Streets

The Infected apocalypse is now. The streets are littered with empty vehicles, and the rotting dead. Work your way over and under roadways, then quench the gun shop owner to reach the safety of Liberty Mall.

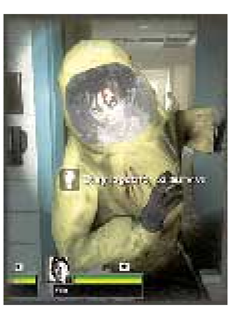
Stage 3: Mall

"Safety" is a relative term; this mallisn't as secure as you were hoping. The relentless and slobbering undead are prowling the mezzanines; fight your way through Liberty Mall to a third-floor Safe Room.

Stage 4: Atrium

There's a chance to check outrace-car driver Jimmy Gibbs Jr.'s famed Blue 22 car—a real treat if you're Ellis. Otherwise, this finale involves filling the vehicle with fuel and fleeing once and for all.

Uncommon Infected :CEDA Agent



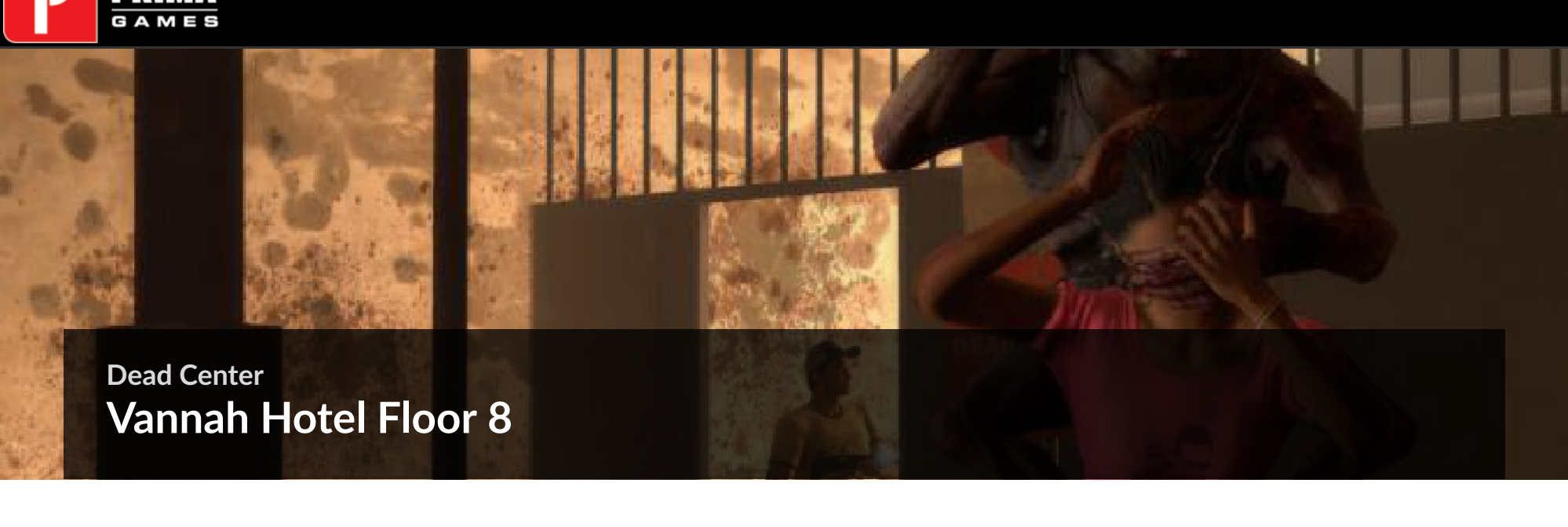
A government agent clad in a once-protective (but bulky) hazmat suit, this shambling entity arrives in a variety of suit colors, all of which are flame resistant. They carry Bile Bombs, which is perfect to pick up and use later.

Achievements

These Achievements are available during this campaign. For advice on completing them, consult the Appendices section of the guide.

Image	Achievement	Description
	Price Chopper	Survive the Dead Center Campaign
	Robbed Zombie	Collect 10 Vials of Boomer vomit from Infected CEDA agents you have killed.
	Still Something to Prove*	Survive all campaigns on Expert
	The Real Deal*	Survive a campaign on Expert skill with Realism enabled.
	Confederacy of Crutches*	Finish a campaign using only melee weapons.

* Requires completion of this campaign, plus additional tasks.



Dead Center

Vannah Hotel Floor 8

Checking Out - Hotel Overview

Against the backdrop of a city in the midst of an all-out apocalypse, your rescue from the roof is doomed, meaning you need to escape the Vannah Hotel on foot. Grab weapons and head down to the eighth floor, working your way through the corridors crammed with frothing Infected (Area 1).

Battle your way to the other stairwell and descend to the seventh floor (Area 2), where the fire is more severe, and the threats more numerous. Waste no time entering the elevator to the lobby (Area 3), where you can battle your way through fire-filled chambers, across a reception area where flaming bodies fall out of the sky, and seek refuge in your first Safe Room.

+ Careful positioning and backing your teammates up allow you to control the flow of the Infected coming toward you.

+ Mix your Melee Weapon- and Pistol-wielding teammates and keep to one side of a corridor so you don't step into the aim of others.

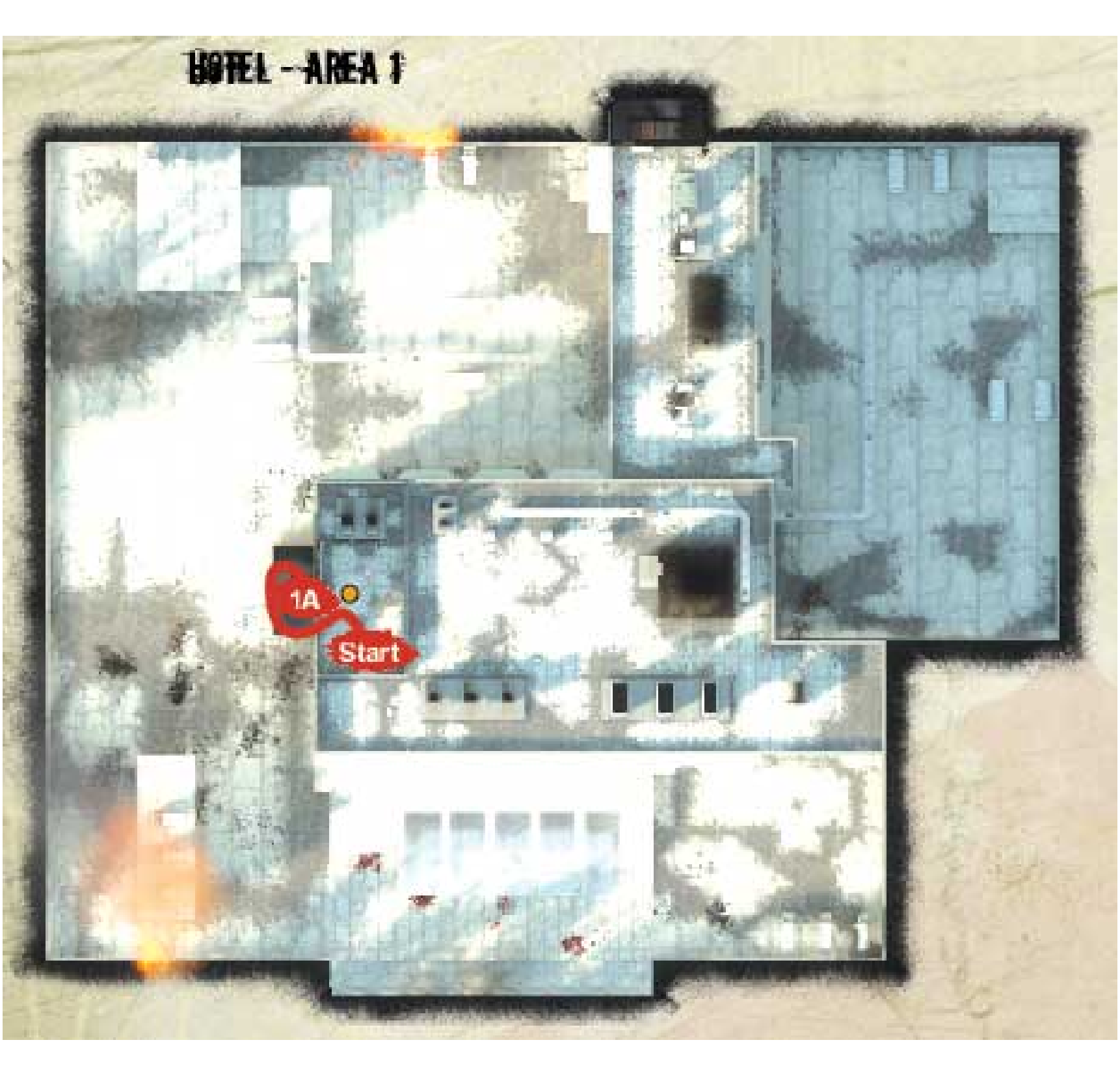
+ Although it may be initially bewildering, once the optimal route is learned, you can quickly sprint through this hotel with ease.

- Lingering on the ledges (even with balconies), in front of windows, or by the fire is a terrible idea.

- Limited maneuvering means strafing and dodging become far less easy; watch for Infected charging you.

- Hotel doors are open so foes can ambush you, or closed so fire can burst out if you open the door—so don't!

Hotel Floor 8 - "Oh, they ain't comin' back!"



Coach is right; those helicopters aren't coming back to save you and you need to find you're own way out of this town.

You stand perched on a hotel rooftop. The first plan is to exit this building, which is going to be trickier than you might think.

Fortunately, you can move over to the table where a modicum of equipment lies ready for you to pick up on a first-come, first-served basis. If you want a Melee Weapon, get there quick!

Tip

You can double-up your Secondary Pistol on this table, grab a Melee Weapon to replace your Pistol(s), and take a little First Aid Kit for later. You're moving along narrow corridors and into compact rooms, which makes close-assault weapons more useful. Arm two of your team with Melee Weapons, and the others with Pistols before continuing.

Entrance Wounds

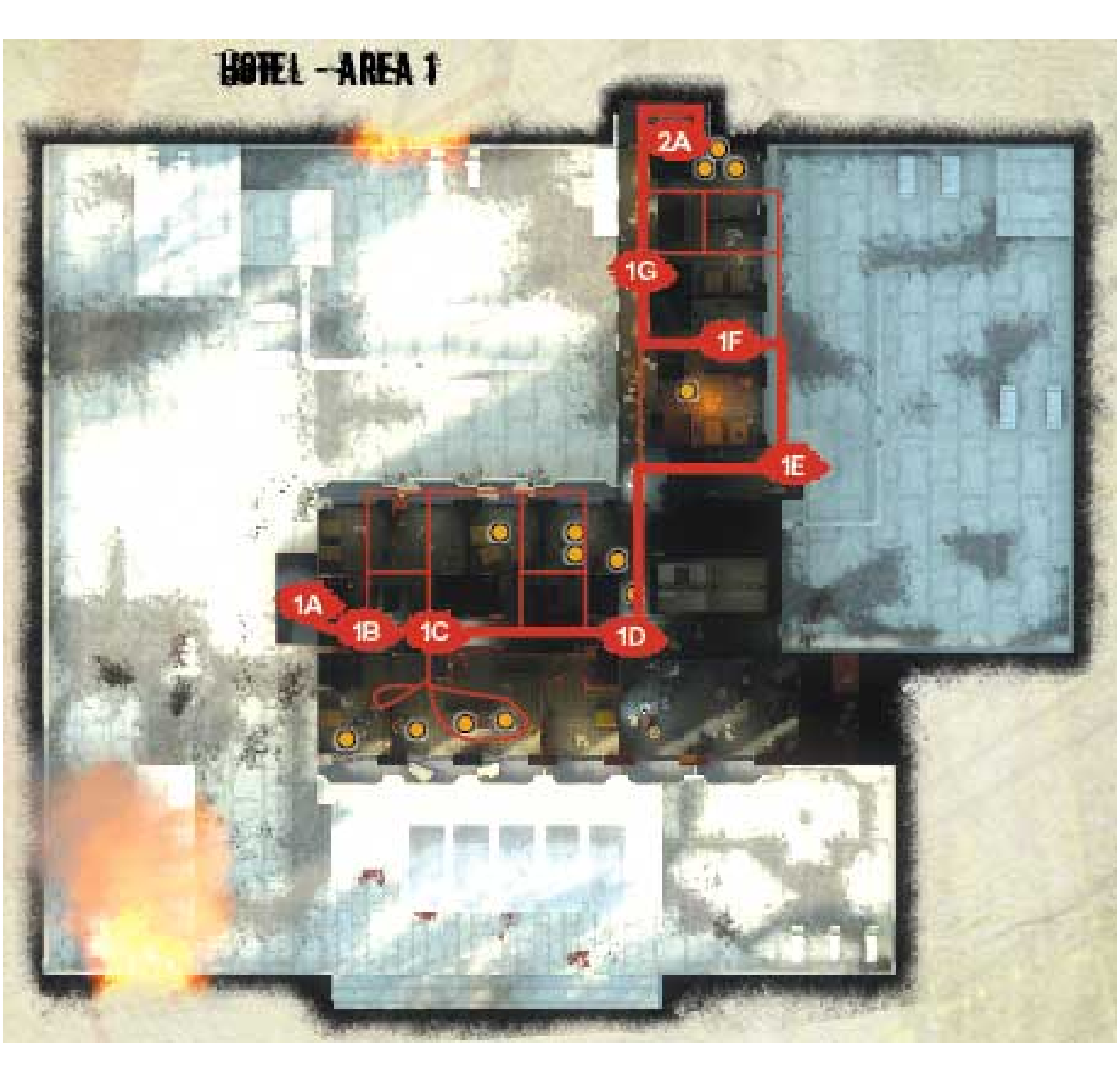
1A

When all of your team are ready (and not before), head off the roof and down two flights of stairs to the door marked "Floor 8." Verbally announce the intention to open the door (so you have a Melee-wielding pal at the door with others on the steps with weapons).

Step into the main corridor, attract the attention of these shambling deviants, and then step back so everyone can get a shot or swipe as the initial wave heads through the door.

Uncommon Infected: CEDA Agent

Throughout the hotel and through much of this campaign, you may find yourself jostling for your life against this bulky-suited zombie; he is proof that the "Green Virus" can even pass through protective hazmat suits. Choose a part of the head you'd like to see pop and viciously attack it for most proficient killing results. Other than being impervious to fire (both inside the hotel and from thrown Molotov Cocktails),CEDA Agents should be culled in the same way as Common Infected are.



Room 800

Step into the corridor with a Melee-weapon wielding teammate in the middle, and Pistol-packing friends offering covering fire from behind.

1B

Threats come from the corridor ahead, as well as from Room 800 on your left. Worry about your left flank being overrun by the Infected. Rampaging through the hotel rooms, instead of heading directly down the corridor to Location 1D, is another option.

At this point, make a decision whether to check the conference room on your right (near Location 1C), or attempt a room-to-room bloodbath.

Suite A—Conference Room Chaos

You have a number of pathway options to choose from as you situate yourself in the main corridor. The next main location is the corner of the main L-shaped thoroughfare between the rooms (Location 1D). You can reach there by means of the hotel rooms and ledges, or by heading down this corridor.

1C

However, at the corridor section with a door marked "Suite A", you can step into a conference room, remove any zombified threats you see, and pick up a few key items.

Not only that, but this is the largest room on this level, with a table you can move behind for defense if the Infected mount a mass charge.

A cursory inspection of the room reveals this to be a CEDA command center of some type. The maps and data indicate the viral threat isn't completely contained. Check the board with information on the " Boomer ," and then figure out your best route to Location1D.

The optimal path is straight down that central corridor. However, there's another option.

Room-by-Room Rampage

You can advance farther through this floor by conducting a room-by-room search of the four hotel chambers on the left side of the main corridor, as well as checking out one of the side chambers off Suite A.

The rooms on the left are in pairs, with an interior door that links them. This means you have numerous entrances and exits, including the windows you can break or jump through that lead to the narrow exterior balconies.

You can dart between rooms, but always ensure that your team is backing you up. They should be close enough to provide covering fire, but far enough away so that you aren't cramped or hemmed in.

Tip

These rooms should be thoroughly and methodically checked for items, which are found on the floors, beds and bathrooms. Collecting valuable items is the main reason you should lengthen your time here and battle more Infected than you might otherwise have to face.

Caution

The ledges and windows are highly dangerous. Aside from the vertigo you may experience, also, Special Infected can easily knock you over the edge, causing you to fall and grab the ledge, or to your death, so spend as little time as possible outside.

Cornered

1D

Follow the "Exit" sign illuminated on the ceiling and reach the corner of the main corridor (1D). Turn to view the subsequent corridor marked with "Stairs" signs. In the distance, a fire is raging. That can't be good.

The sprinklers aren't working, but the Infected certainly are; batter any that charge your location, and use the (inactive) elevator bank as cover if you need to heal.

Tip

Have you been spat on, throttled, or otherwise manhandled by a Special Infected? Sometimes it is better to retreat slightly and wait for Spitter vomit to dissipate, and then split your team into pairs that watch each other's backs for any of the most specialized ambushes.

Ledge Walk

1E

Head toward the fire in the main corridor and then make a right at the vending machines. Go into the storage room marked "Housekeeping."

Although you can sprint through the fire, the damage you take usually isn't worth the time you save. Instead, cull foes in the housekeeping room, then smash open the window and drop down onto the precarious ledge.

Unlike the balconies outside the previous hotel rooms, here the drop is sheer; it only takes a Charger to wallop you into a death plummet. Avoid this by hugging the left interior wall and windows and avoiding the room that's on fire; it's the first one you pass. Check to make sure there's no Special Infected first.

Tip

See those Infected burning merrily in the first room? Leave them to collapse on their own; they die and don't attack you. They just stumble about for 30 seconds or so before keeling over. But don't enter the burning room itself; a singed Survivor isn't a healthy Survivor.

Fleeing Floor 8

1F

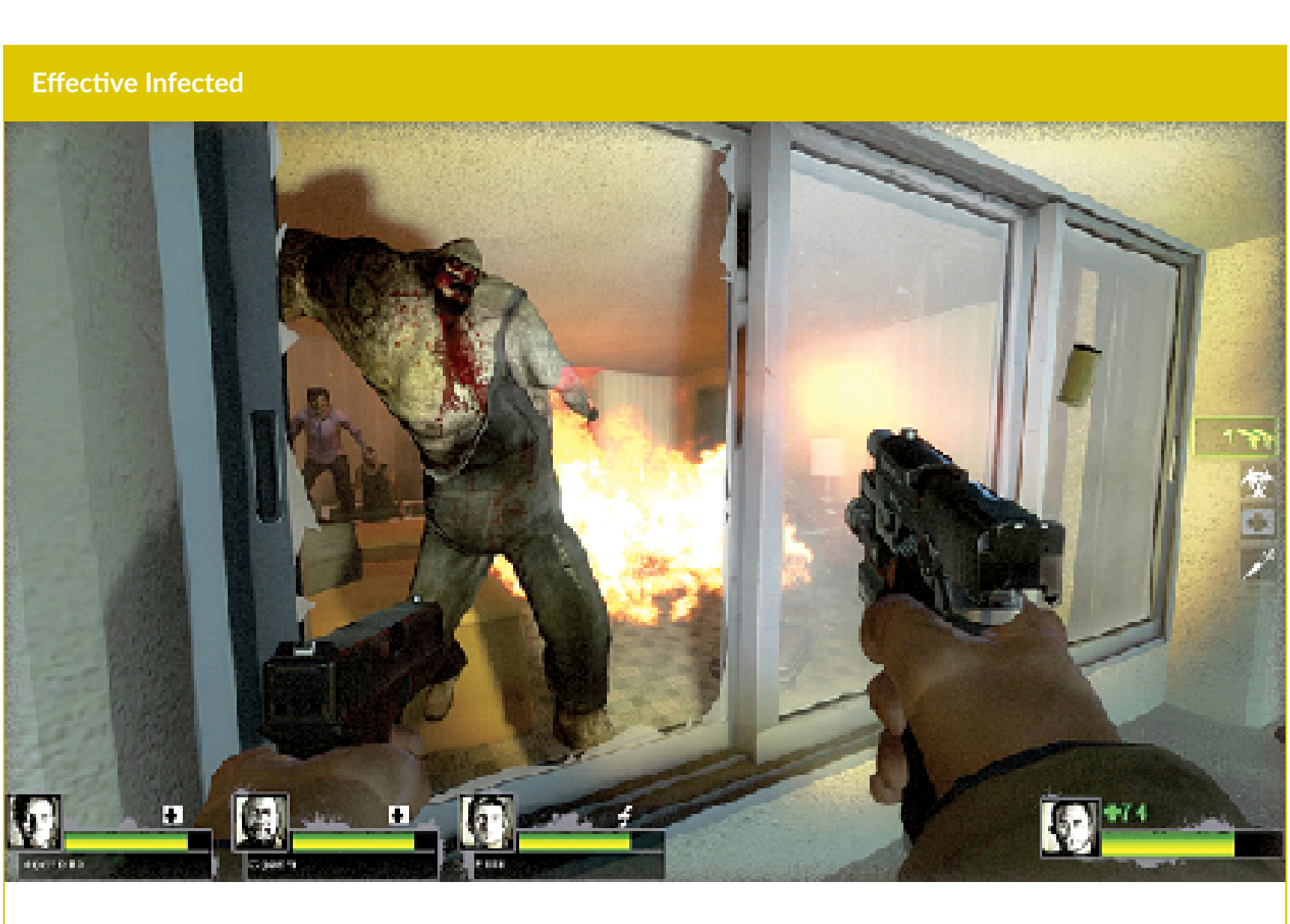
Gingerly move along the ledge, tagging any charging Infected from a distance. Then check the second room (the first room that isn't on fire), before smashing the window, jumping inside, and moving up against the wall so you're not pushed out and off the ledge.

1G

Rake the assembled Infected in this chamber before moving directly through the door opposite and back into the main corridor, neatly avoiding the fire.

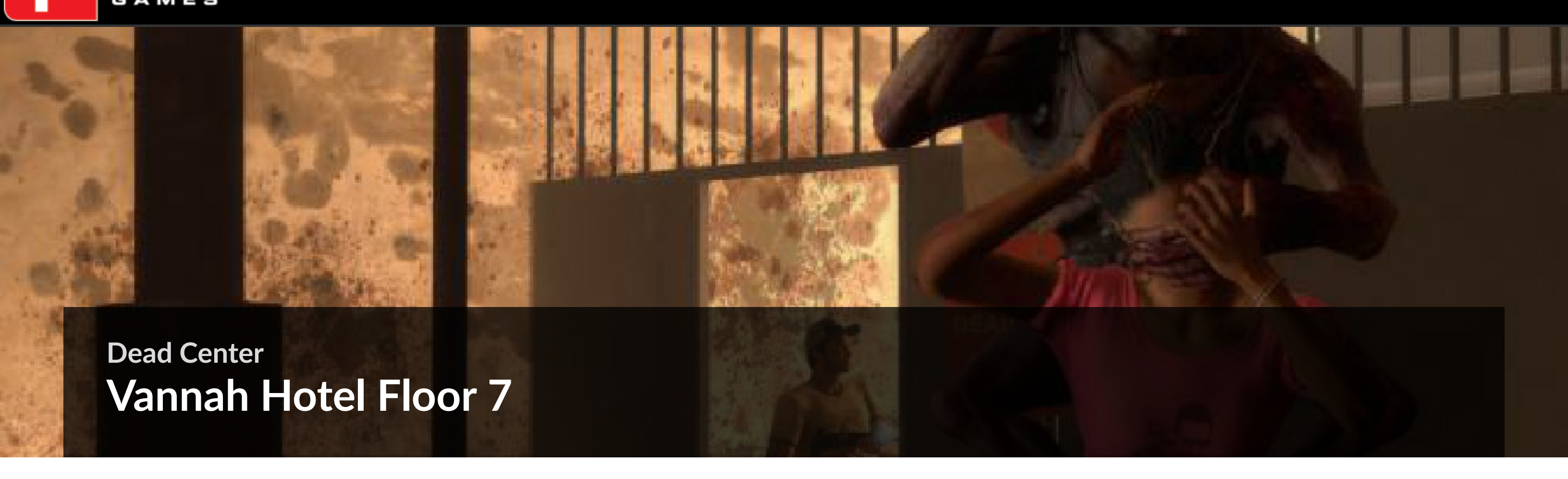
Race along past the remaining rooms, which you can optionally ransack (with teammates backing you up and providing covering fire), and then open the door marked "Stairs Access". Deal with any Infected threats before descending.

Effective Infected



There are numerous options during Versus mode if all you care about is inflicting pain and death on the four Survivors.

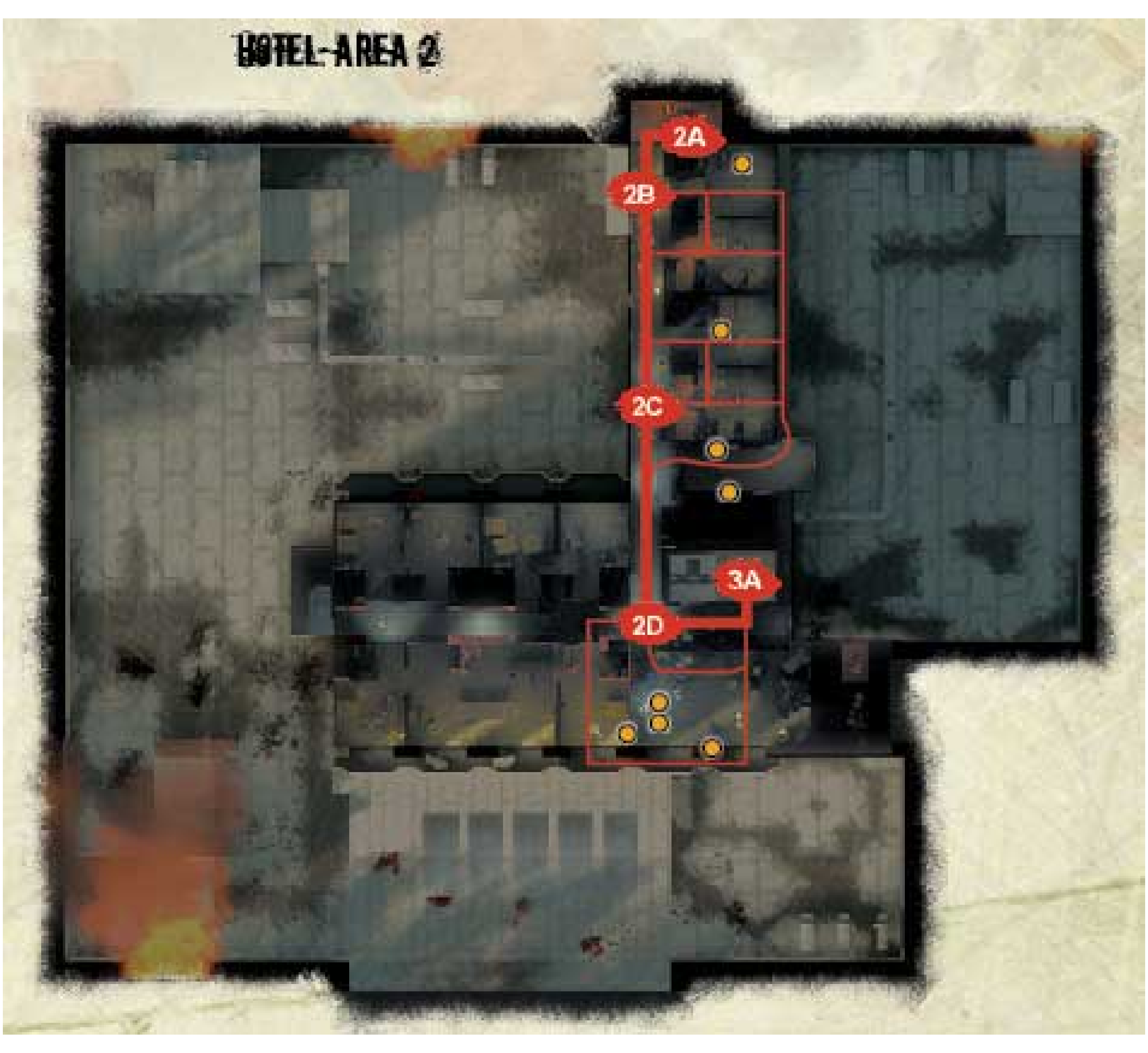
Chargers and Jockeys can knock or steer Survivors off ledges and out of windows of the upper hotel floors—a thoroughly satisfying plan. Smokers can hide on the other side of fire-filled rooms (using bathrooms or other hidey-holes) and pull Survivors into fire.



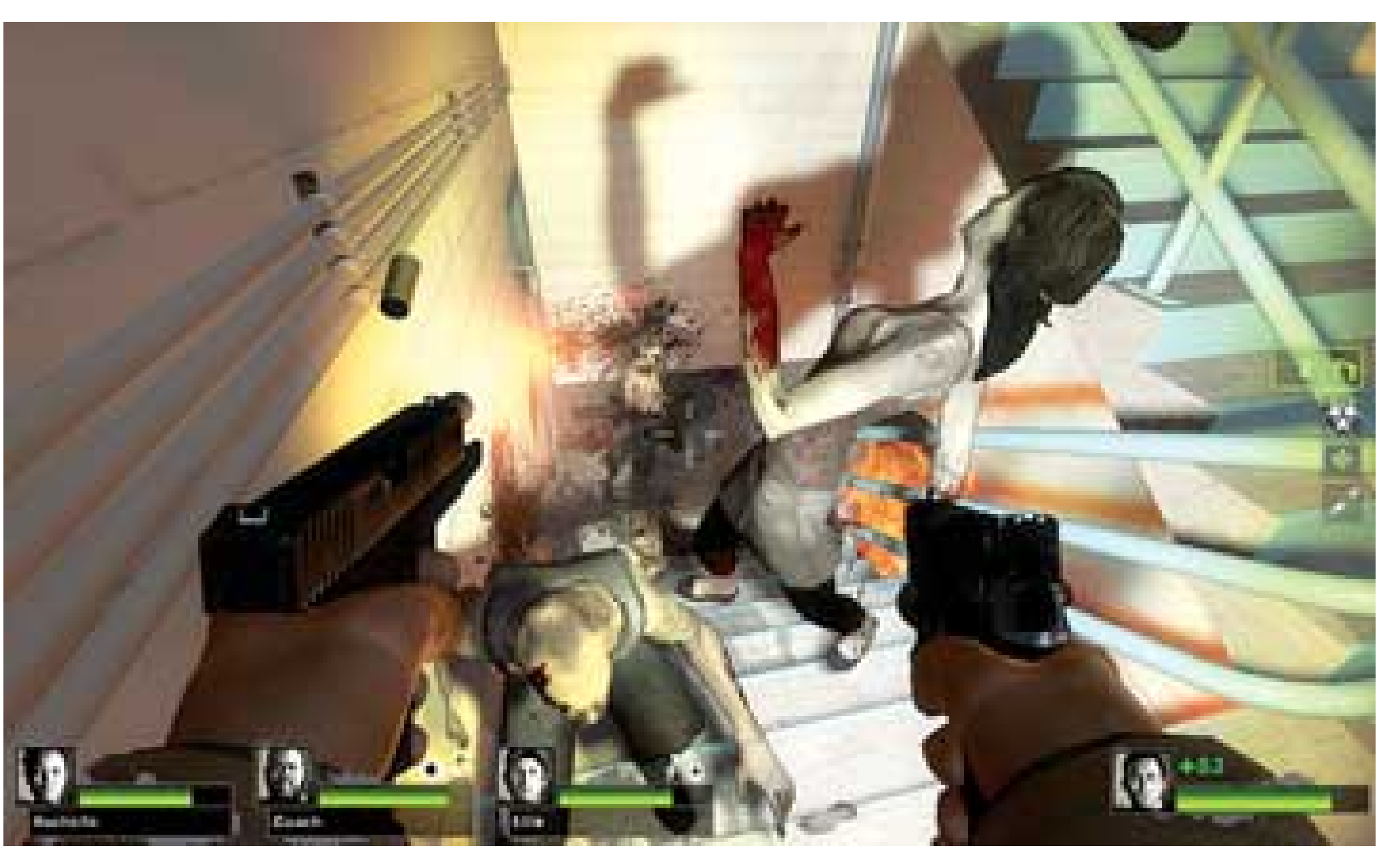
Dead Center

Vannah Hotel Floor 7

Stairwell Slaughter



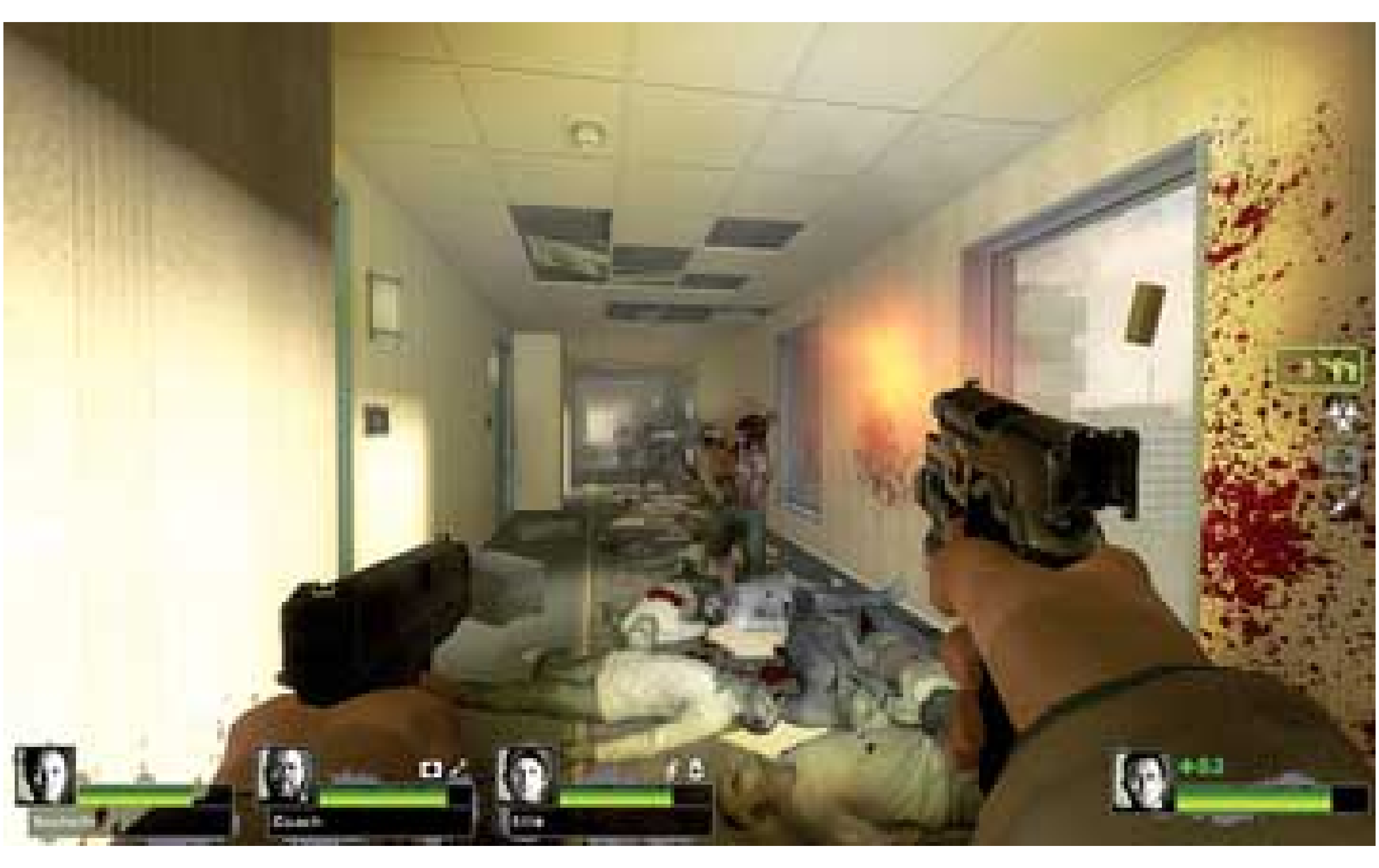
Shut the stairwell door behind you to prevent rear attacks and, with some of your team at the top of the stairs aiming down at the Infected you're cutting a swathe through, methodically work your way down to the door marked "Floor 7."



2A

This level has a floor plan that is identical to Floor 8, but you're approaching from the opposite direction. Oh, and most of this floor, including the stairwell you're in, is on fire.

Long-Range Targets



2B

Step into the main corridor of floor 7 once there are no more threats on the stairs. The corridor stretches off in front of you, allowing a couple of your team to step in and hug either wall, while the others stay at the door.

At this point, and assuming you have Pistols, you can begin a long-range, headshot-based culling of any foes you can see. Don't step too far forward or you pass in front of Room 711 (2B).

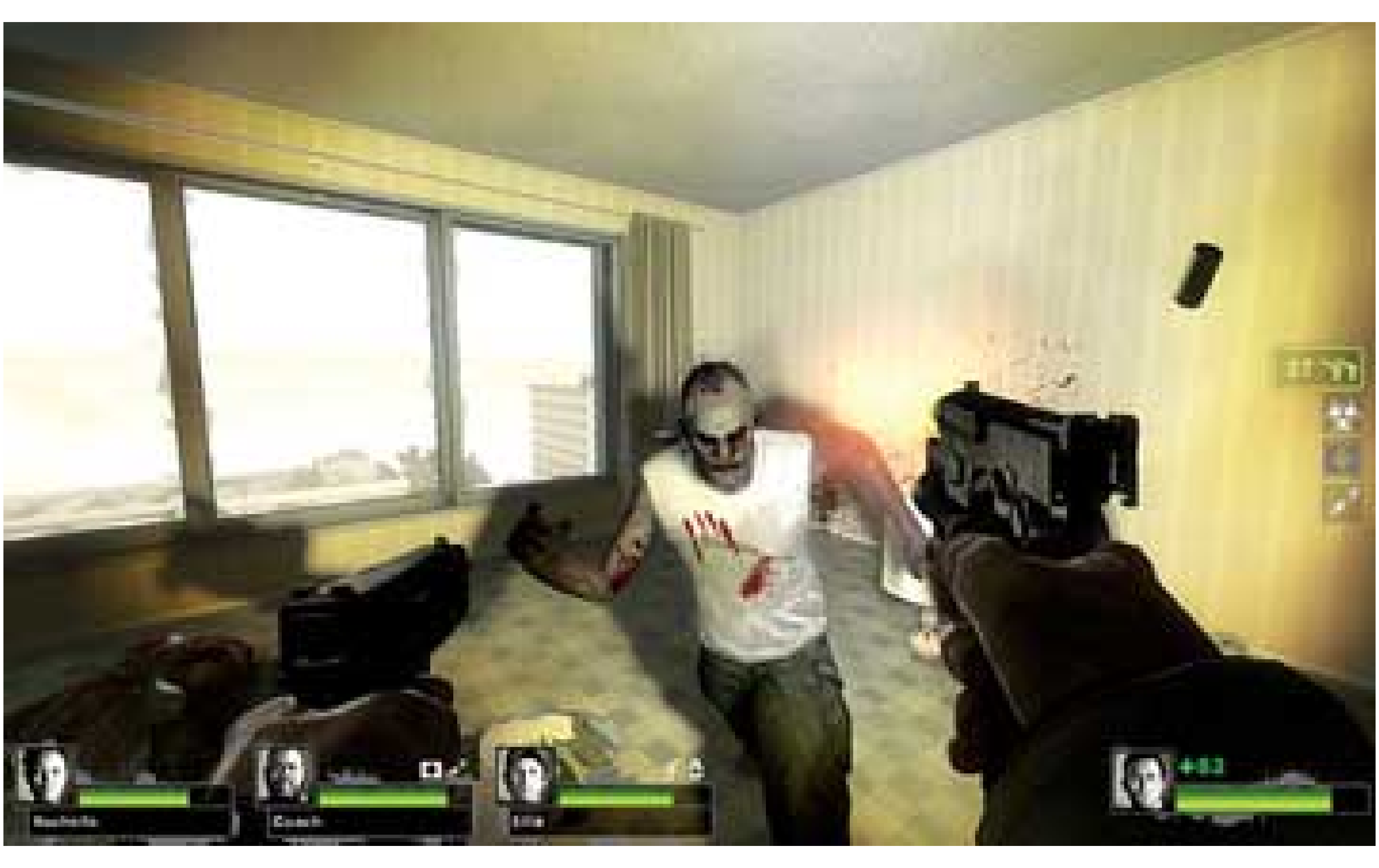
You may attract additional attackers. Deal with those in the corridor first. Now sprint down to Location 2C, or take the longer route.

Tip

If you aren't utilizing your Belt Items, such as the Molotov Cocktails, Bile Bombs, or Pipe Bombs, try them out, ideally in the main corridor when you're about to be overrun, and with fair warning to the rest of your team!

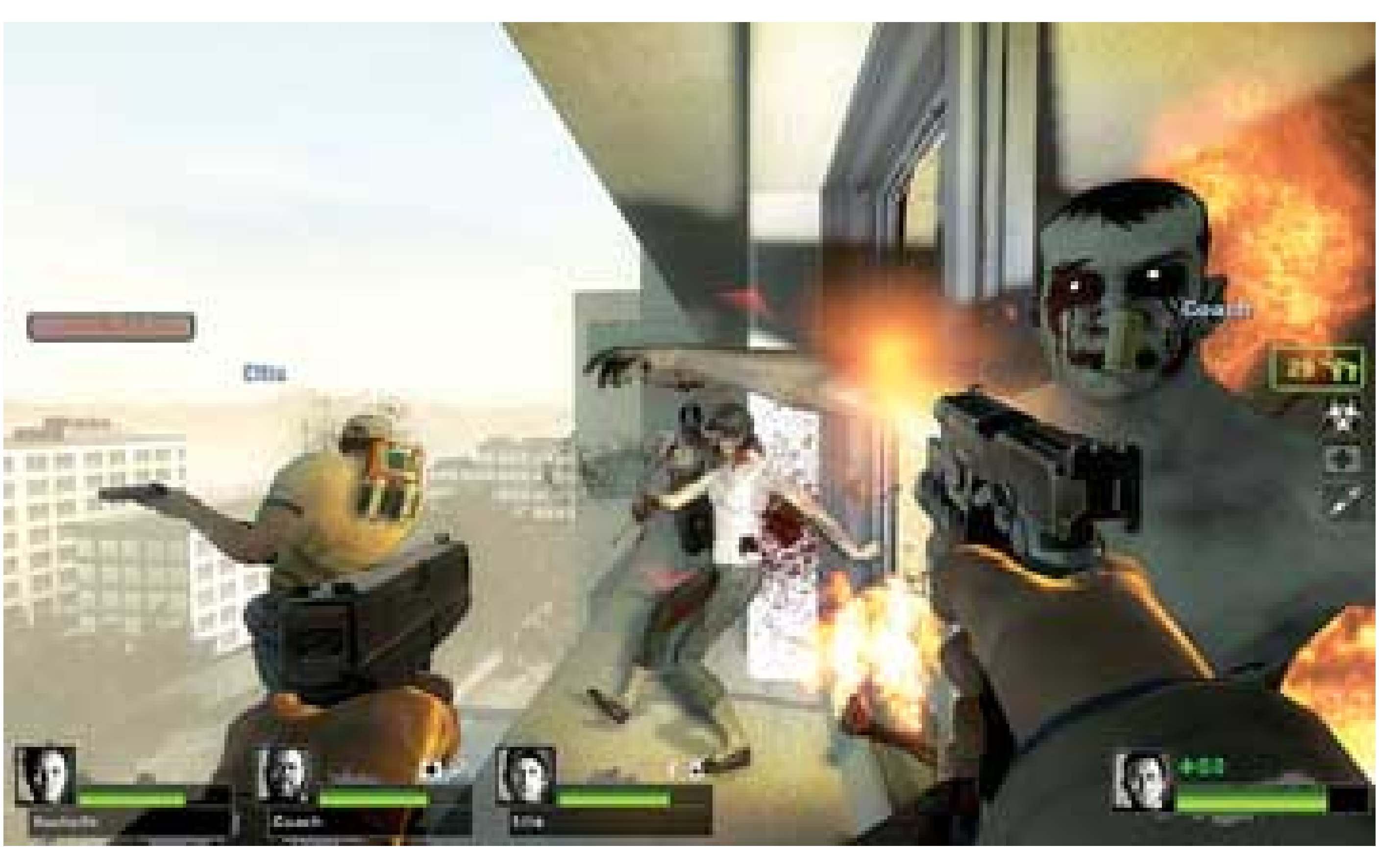
Room 711: The Longer Route

This length of corridor, from Locations 2B to 2C, comprises four rooms: 711, 710, 709, and 708. Just like your romp through Floor 8, you can tear into any of these hotel rooms and face more enemies, but have more locations to collect additional items.



2C

The biggest difference this time, is that rooms 710 and 708 are burning fiercely, and opening the doors from the corridor or entering via the ledge windows risks the fire spreading.



It is wise to leave these closed (especially 708) and head back into the main corridor, or use the precarious ledge to reach the housekeeping room window, which can be broken. You can return to the main corridor using this route.

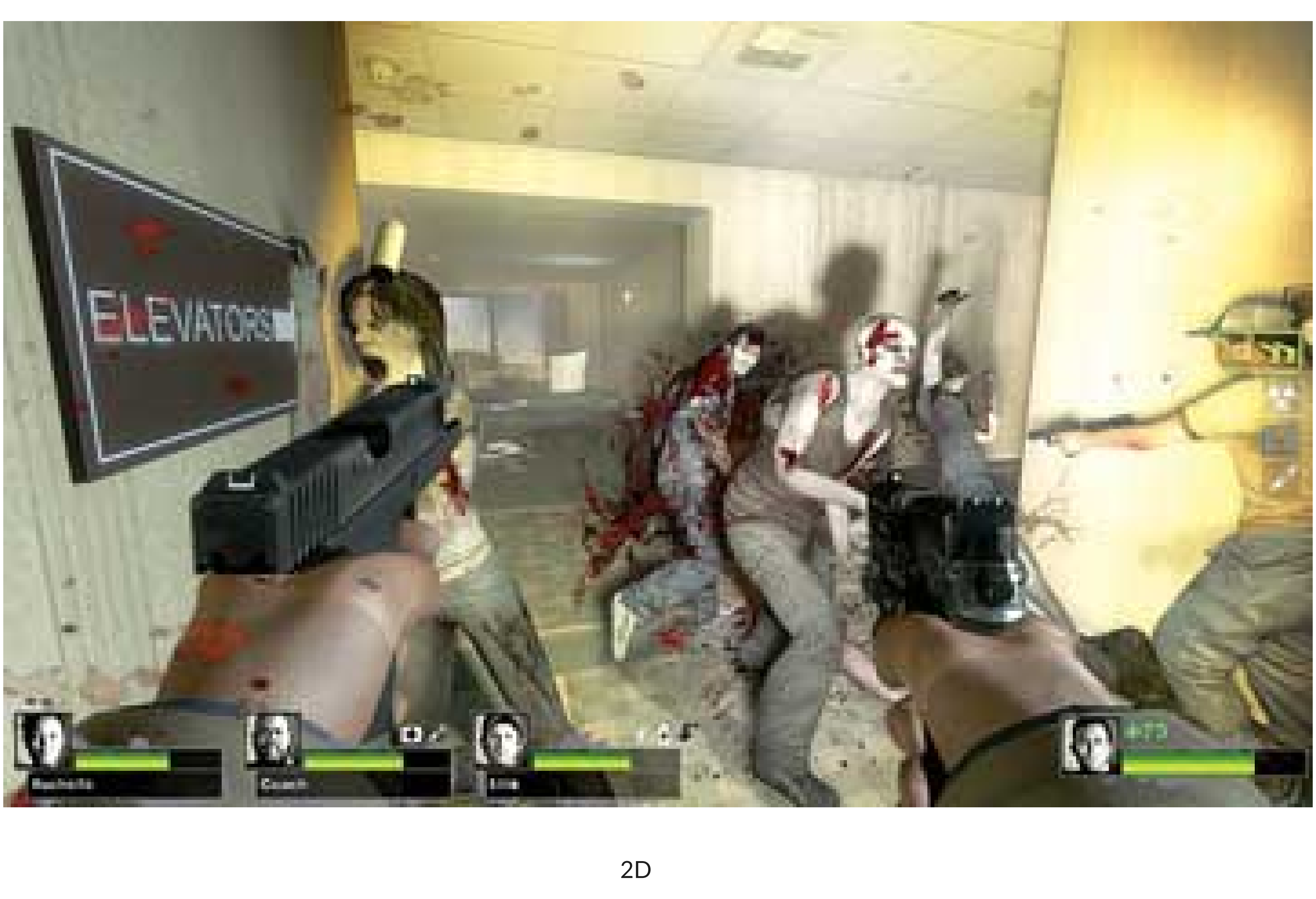
Tip

You can elect to split up your team, with two on the main corridor providing cross and support fire and looking out for Special Infected, while the others search from room to room. This way you won't get under each other's feet.

Suitcase Barricades and Elevator

The corner of the corridor ends in a chaotic junction where Infected have amassed in a lounge area complete with scattered furniture and piles of luggage from past hold-outs.

Move so you're near the junction and, as a quartet, tackle the Infected as they swarm at you. As the narrow corridor offers more protection than rushing into the lounge (where you can be surrounded), funnel the foes into the corridor so they are easily cut down.



2D

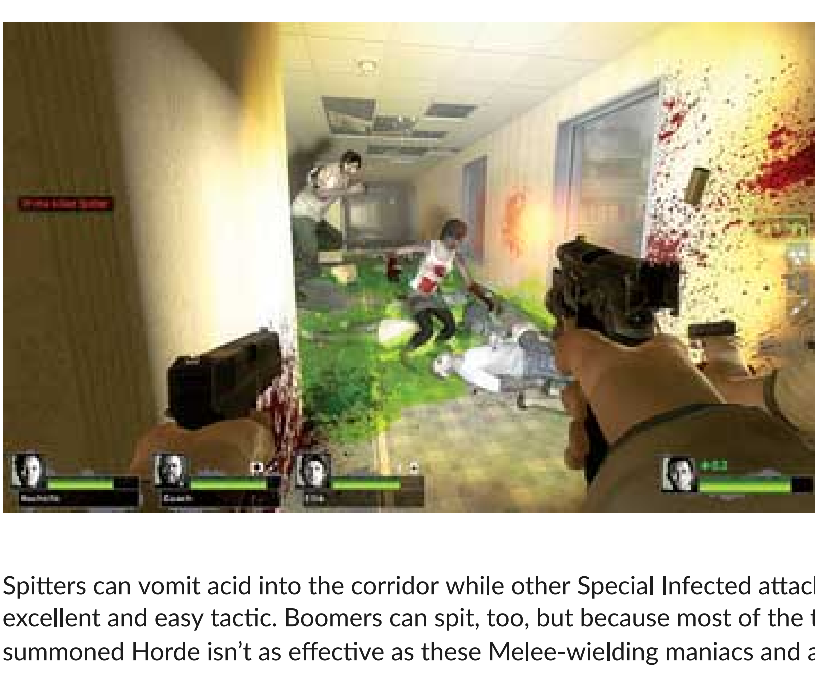
You can even elect a "fresh meat" teammate to jog around the corner or open the adjacent room to the right (the other main corridor is blocked by fire) and then coax more enemies back to the rest of the team.

Once the area is secured (or even if it isn't; you can sprint around the corner to the left and into the waiting elevator), you can ignore hotel fire rules and descend to the lobby.

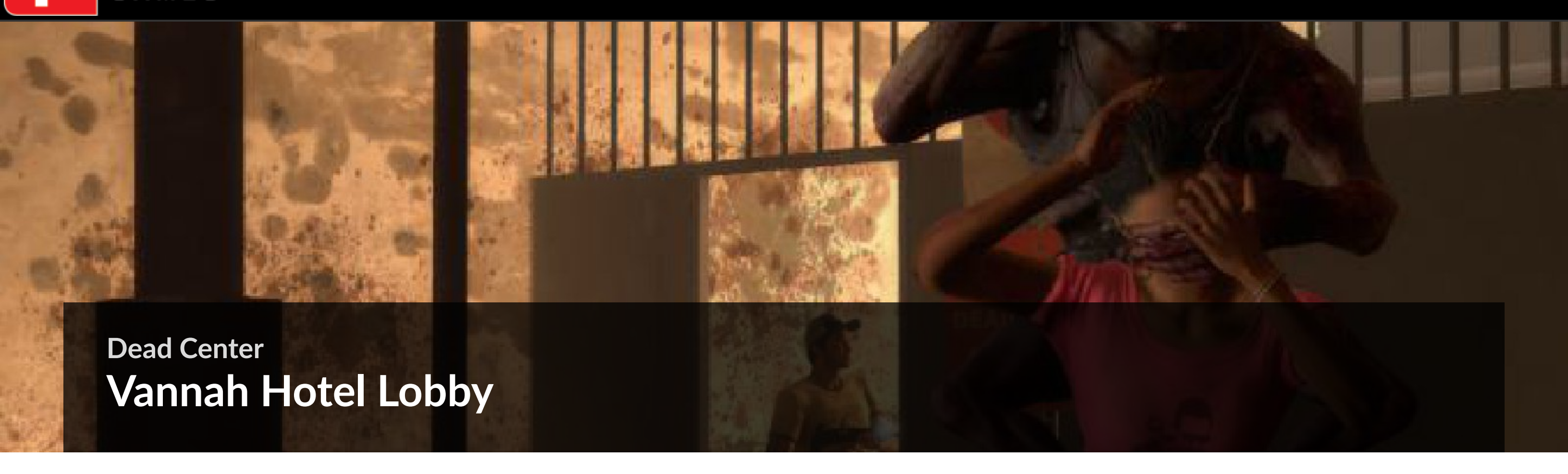
Note

There's a storage room and a hotel room on each end of the lounge. These locations (plus an exterior set of balconies) can be checked; expect further fighting and equipment.

Effective Infected

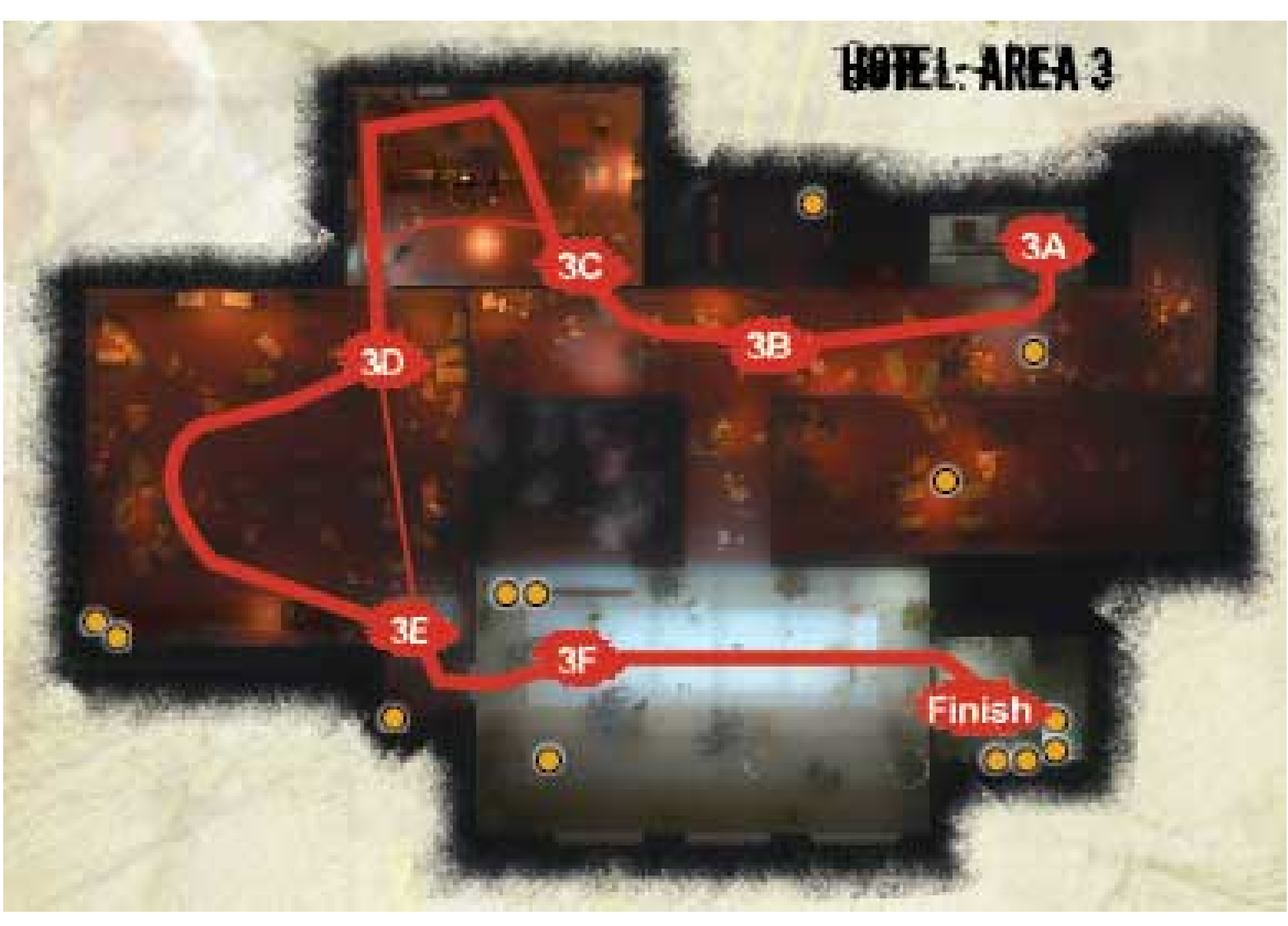


Spitters can vomit acid into the corridor while other Special Infected attack from behind; boxing in Survivors is an excellent and easy tactic. Boomers can spit, too, but because most of the team are armed with Melee Weapons, the summoned Horde isn't as effective as these Melee-wielding maniacs and are easily cut down by this threat.



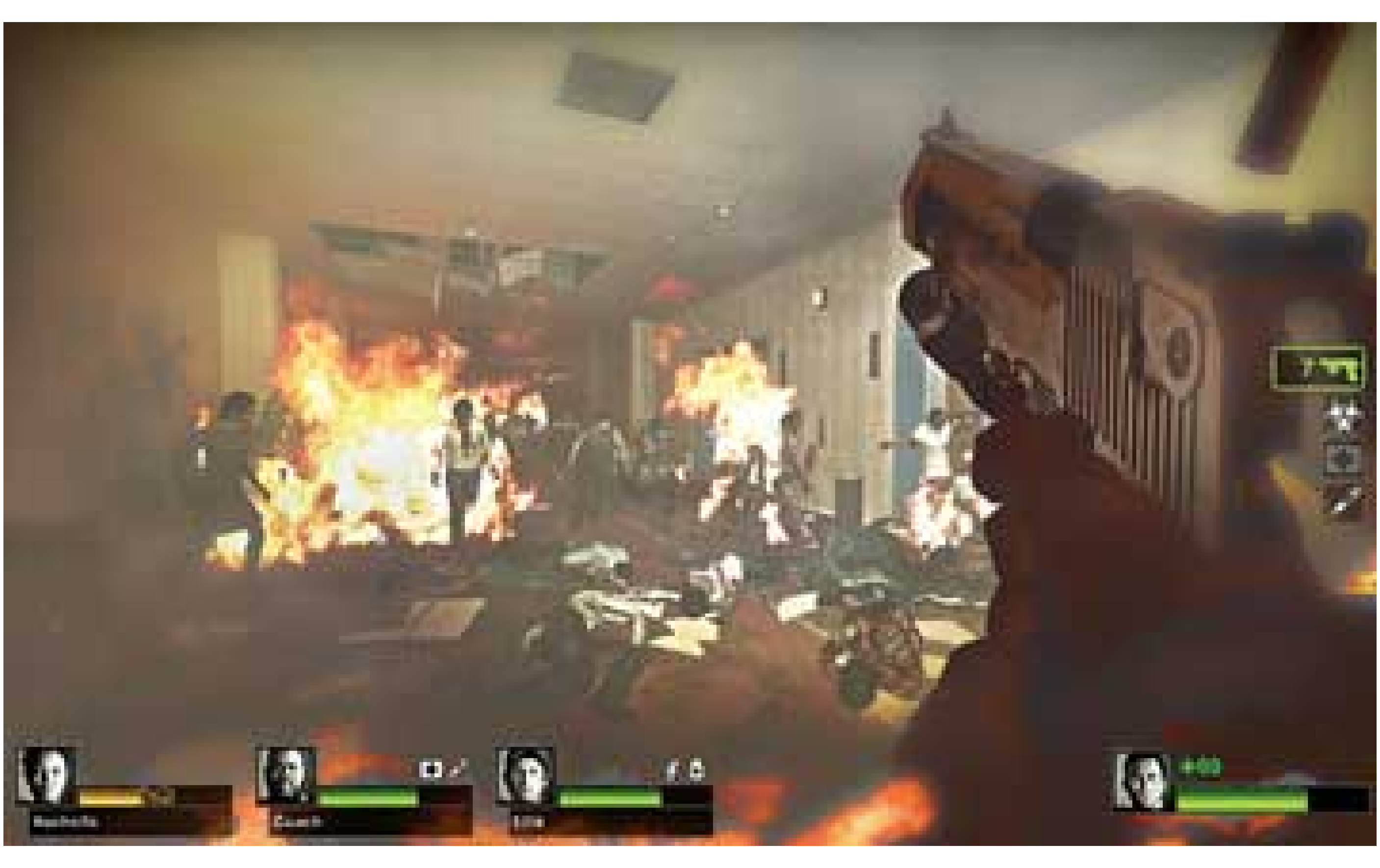
Dead Center

Vannah Hotel Lobby



The Unsafe Elevator

As you ride the elevator down, smoke begins to seep in, a prelude of the chaos on the ground floor. Prepare for a mass onslaught as the doors finally open.



3A

Stand with a view of the burning lobby beyond, and take up defensive positions so you can easily drop foes as they race down the corridor. Work with your team to provide the first teammate who dashes into the inferno with covering fire.

Fire-Filled Corridor

It is sheer mayhem in the main Lobby corridor, as a Horde of Infected attacks. The terror is further exacerbated by the fact the entire floor is on fire, and you're scrambling for a Primary Weapon.

3B

Fortunately, you need not worry about most of the Horde. Any Infected that have caught fire simply stagger and eventually collapse, so concentrate on finding a Primary Weapon on the floor and then stumble your way into the room marked "Security" on the right side of the corridor.

Wipe out any foes in this room, then gather a second weapon. On your way into the relative safety of this room (which isn't on fire), the only Infected to concern yourself with are Special Infected and the CEDA Agents (who are immune to fire).

Tip

At this point, two of your team should have Primary Weapons, while the others are using Pistols or Melee Weapons. There will soon be enough Primary Weapons to go around, but choose who is gathering the initial weapons before you reach this point.

Frying in the Kitchens

Ensure that anyone without Belt Items has them (there are some spectacularly fiery mass deaths to cause with a well-positioned Bile Bomb or Pipe Bomb as long as you're out of range of the explosion).

3C

Force your way into the room marked "Kitchen." Move proficiently through this room, concentrating only on the fire-proof CEDA Agents or any Infected not on fire.

Avoid fire damage by leaping over the counter, moving to the far left corner, and then turning left and heading for the exit door; this route is free of fire.

Lobby Inferno

As visibility continues to diminish, dash into the lobby which is a mass of writhing and blazing Infected, and burning furniture and luggage.

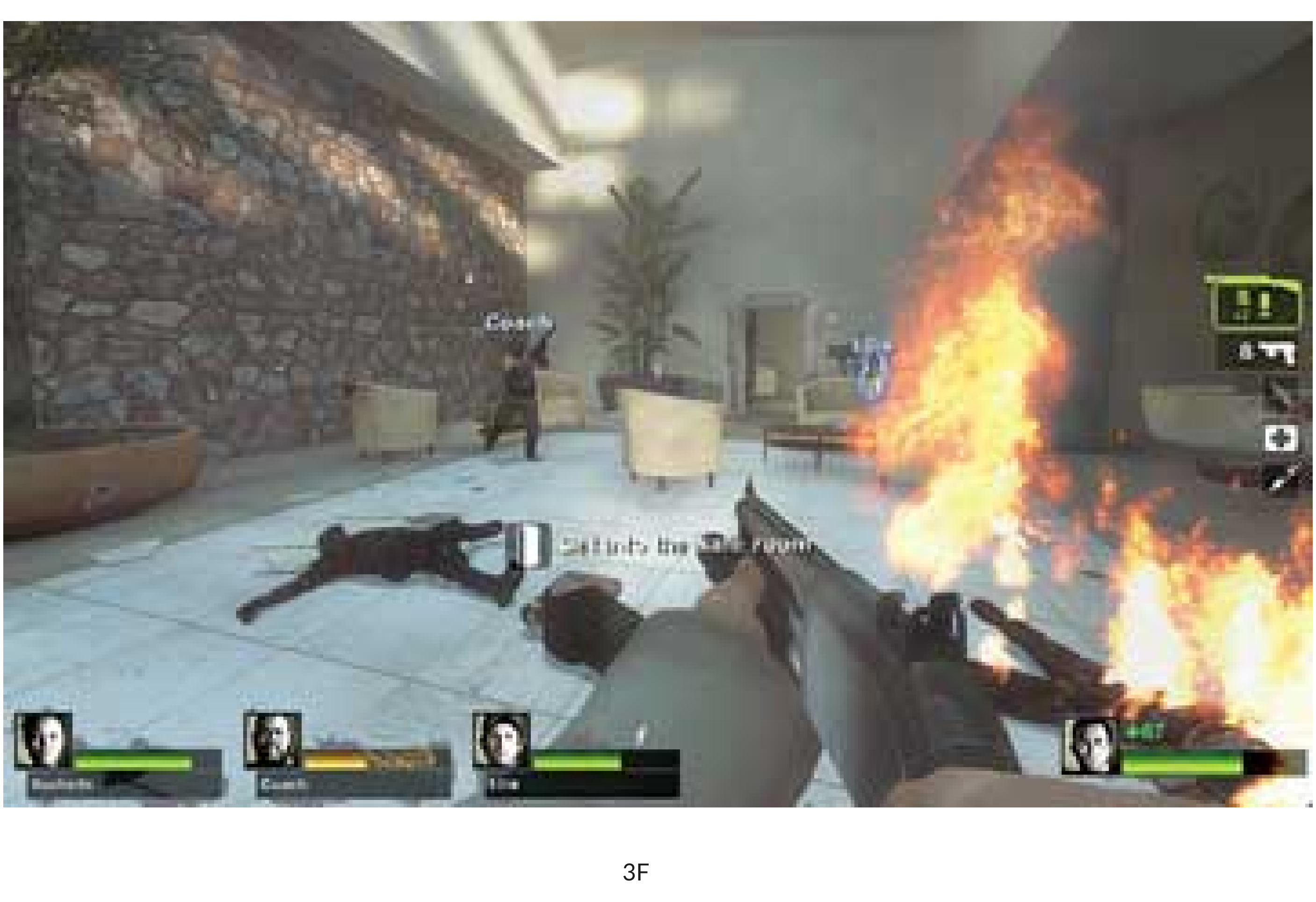
3D

Have one of your team remove all Infected threats with the use of a Bile Bomb or Pipe Bomb, and exit this chamber as quickly as possible. Leap through the fire like a maniac, or follow a safer, looping route (shown on the guide map). Keep your Flashlights on and search through the smoke for the exit doors.

3E

Flight through the Forecourt

Step out of the flaming lobby and check the connecting room for items. Now make a final dash across the forecourt, which features less fire and enemies, although your movement is interrupted as flaming corpses rain down through the glass roof from the floors above.

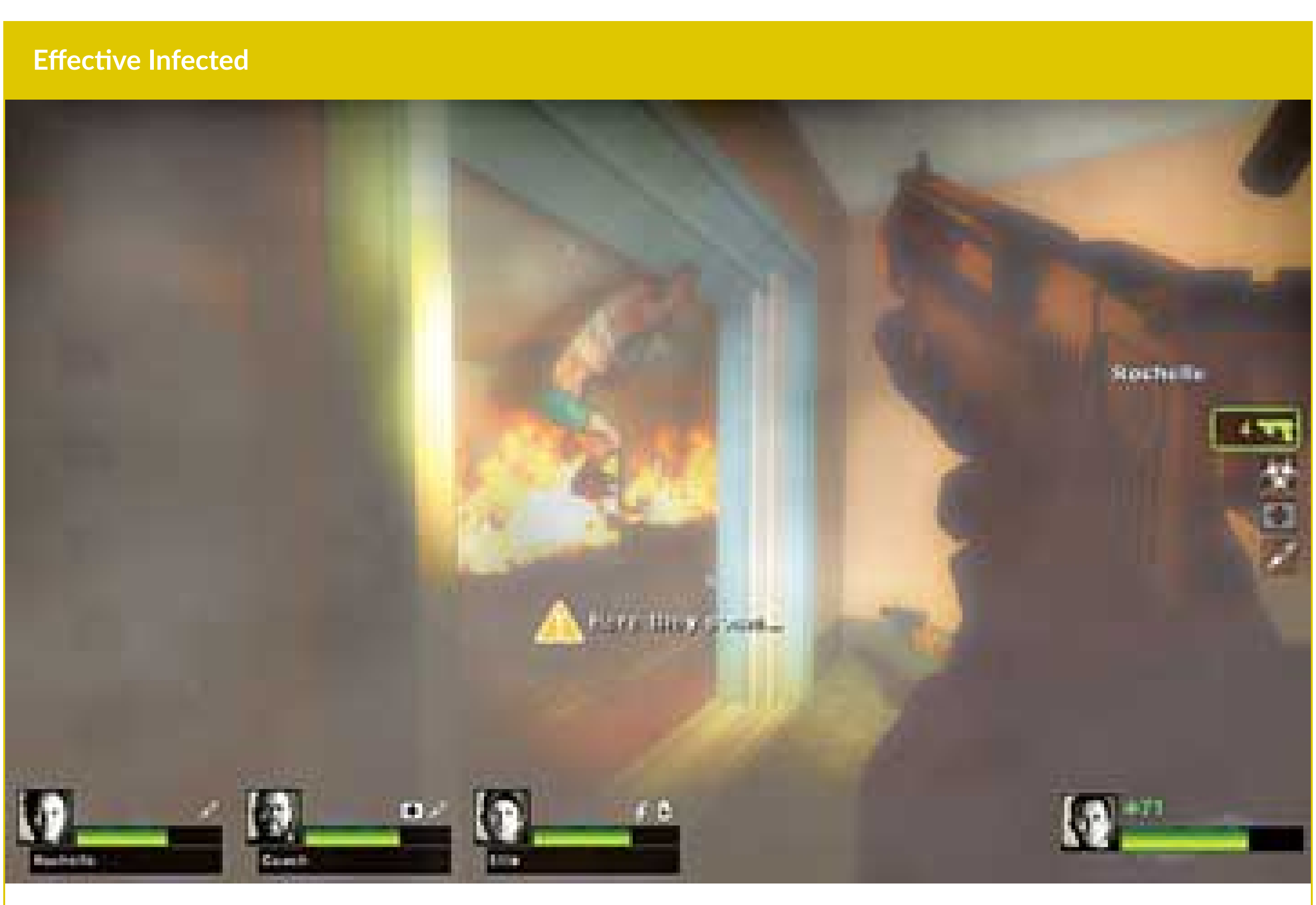


3F

Ignore these already-dead undead, check the alcove on the left for equipment, and then race for the Safe Room immediately.

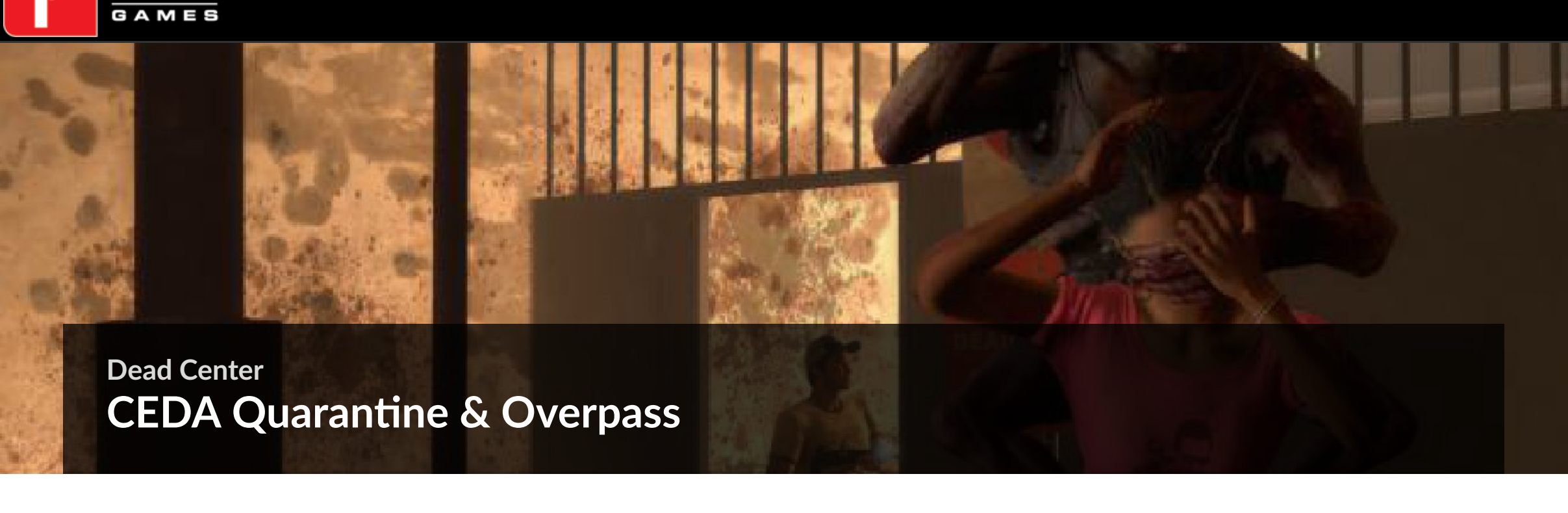
If you're being overwhelmed at this point, use the Safe Room as cover and blast away (optionally using Primary Weapons you find in the Safe Room) as Survivor stragglers make their way to safety.

Effective Infected



In the haze of the burning hotel, this is a perfect place for aJockey (shown) to leap on a Survivor straggler, and pull them into the many fires. Spitting acid into the gap between the fire is another excellent trick, ensuring that your Survivor foes are wounded no matter where they tread.

Waylaying Survivors in the burning rooms increases their anxiety, as the reception foyer and Safe Room are an easy sprint for them to reach.



Dead Center

CEDA Quarantine & Overpass

The Road to Ruin: Streets Overview

You haven't quite escaped the Vannah Hotel yet. Still to traverse are an entrance area where CEDA attempted a quarantine, and then a sprint down the road adjacent to the hotel en route to a maintenance stairwell that allows access to an alleyway, and a portion of Interstate (Area 4). Head into a second maintenance building and begin a drop down to another road, which wends up to a long walkway bridge that ends with a joyous stumble upon a Gun Store crammed with the latest in weaponry (Area 5). If only you could take it all. With your path blocked by a tanker, you need to request passage from the gun nut on the roof, who's happy to use his rocket launcher, but only after you've delivered a sugary treat to his hidey-hole (Area 6). Then it's simply a matter of crossing the corpse piles in the mall parking lot. Still, it's a lovely day....

+ You have additional space in many areas to strafe around enemies; fan out and check all direction, as you progress.

+ You're never far away from a new Belt Item; use them instead of hoarding them, or risk being overrun.

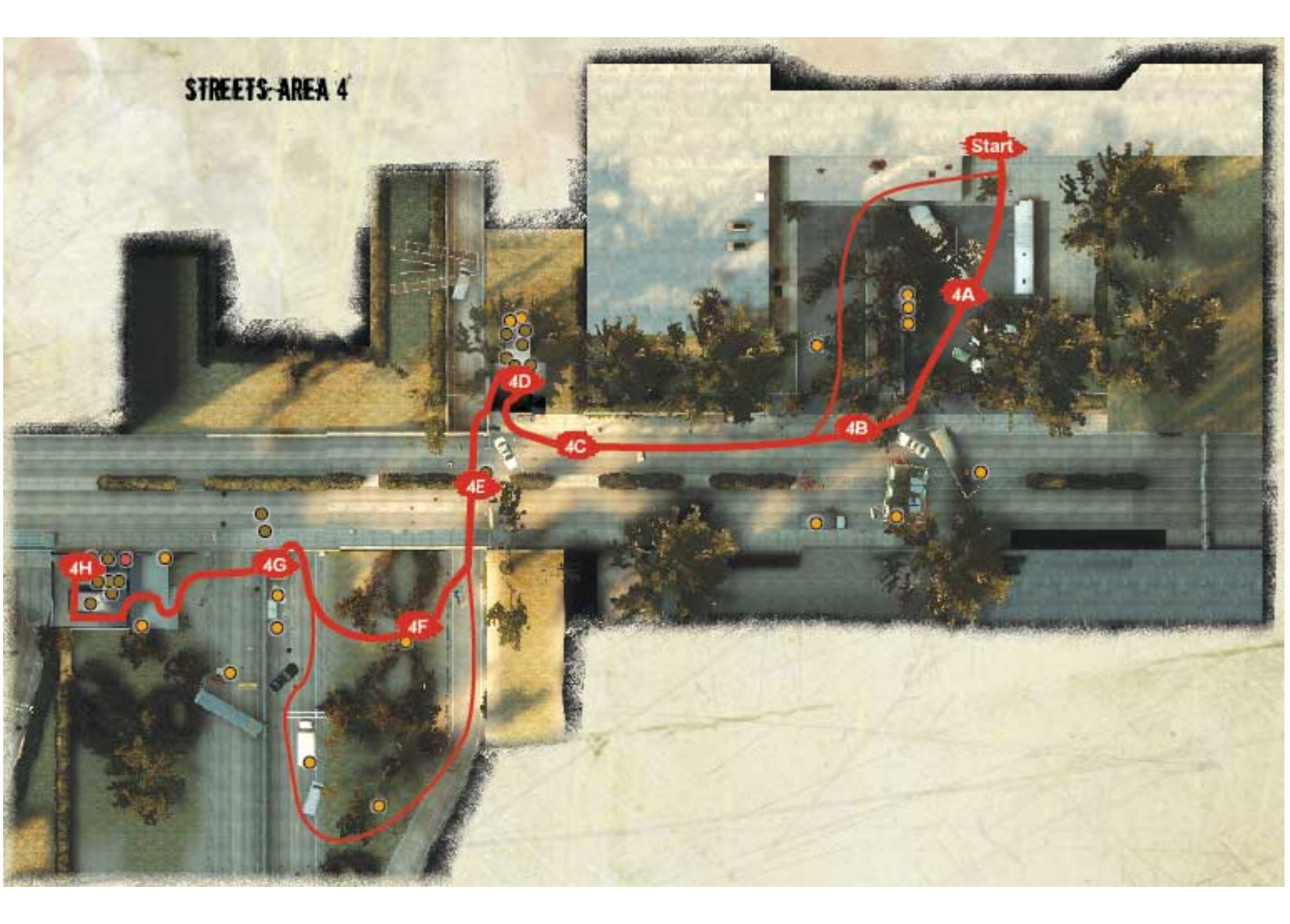
+ There are locations (4G, 5A, and 6A) that cannot be returned to once you cross them. Grab what you can before continuing.

- The Special Infected can climb and lurk above you in areas you can't reach. Look up often, and look out!

- Without careful planning, your cola collecting and other tasks can become impossible. Choose who does what!

- Expect at least one Tank during this operation. Learn what it takes to drop it using the tactics presented earlier in this guide.

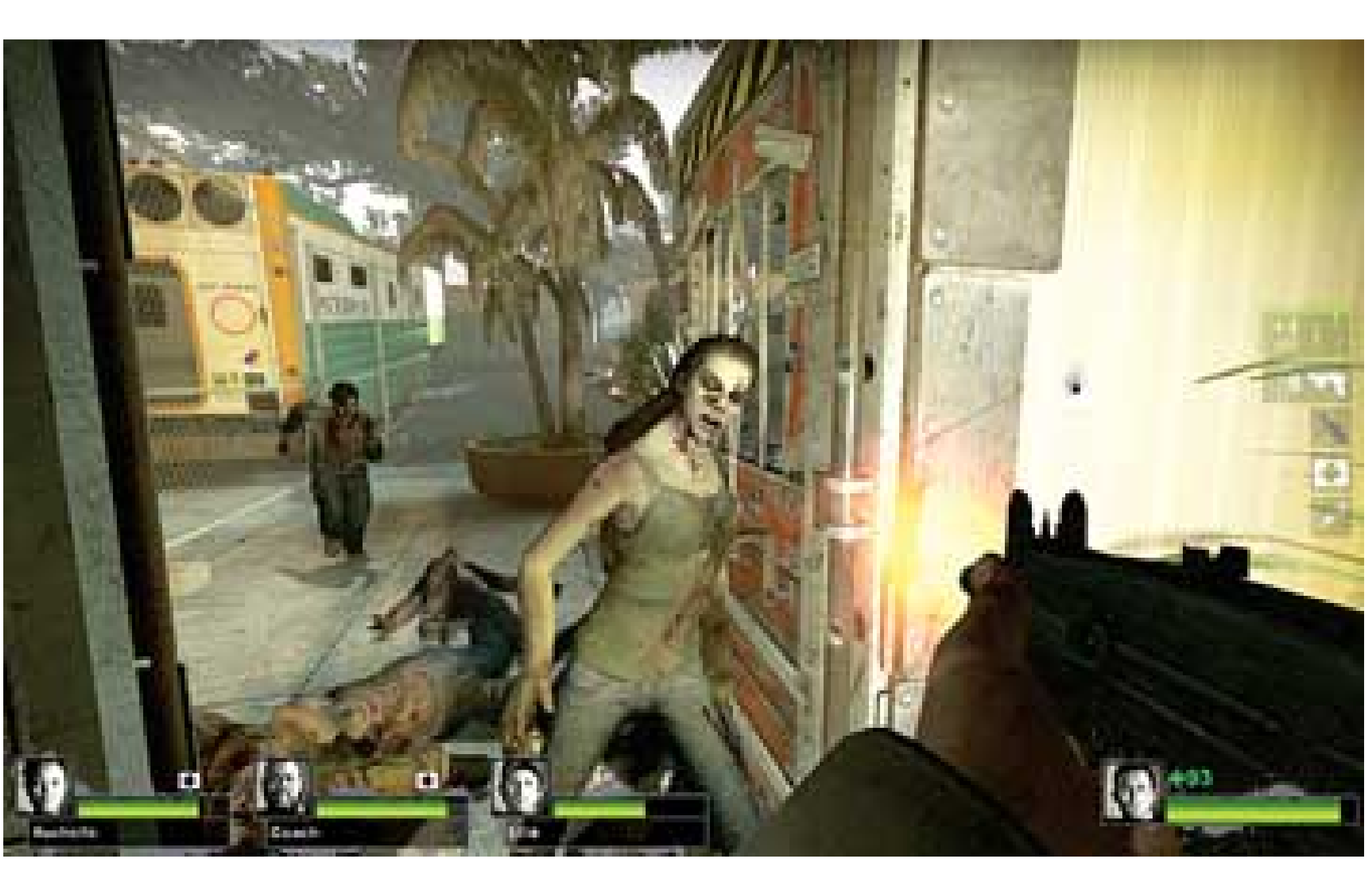
CEDA Quarantine and Overpass



A.I. Director's Cut

Vehicles parked in the mall parking lot may be alarmed, so look for warning information and avoid them accordingly.

Your First Safe Room



Start

Your entire team should be completely tooled up for the battles to come, and from this point on, you should never be seeking out a Primary Weapon: The table and counter inside this Safe Room contains enough ordnance for your entire team.

Figure out who favors short- and long-range combat and arm everyone appropriately. Heal up if you have a First Aid Kit already, then grab another; there are four in here. Next, stand at the exit door and attract the Infected's attention in the courtyard outside.

Mow down foes that spot you through the door bars, or open the door for easier cross-fire opportunities. When there's a lull, reload and step outside.

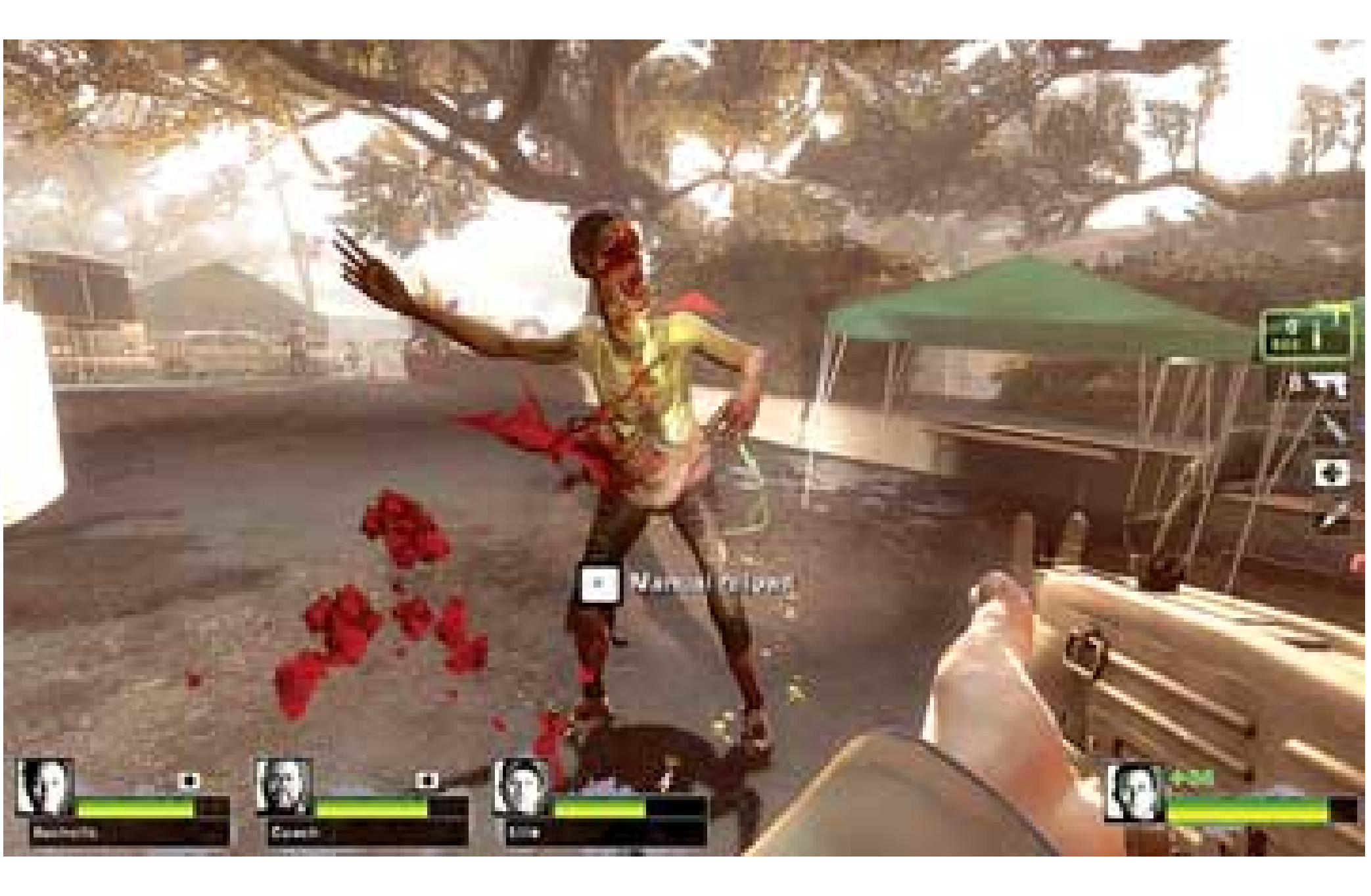
Caution

The Infected are relentless; don't just stand here and hope to quell every animated corpse in the city; you must keep moving!

Vannah Hotel Entrance

When your team is ready, bolt out of the door into the Vannah courtyard, which was set up as a treatment center by CEDA. It now houses only the lolloping undead. Cut down the foes tearing through the police barricades.

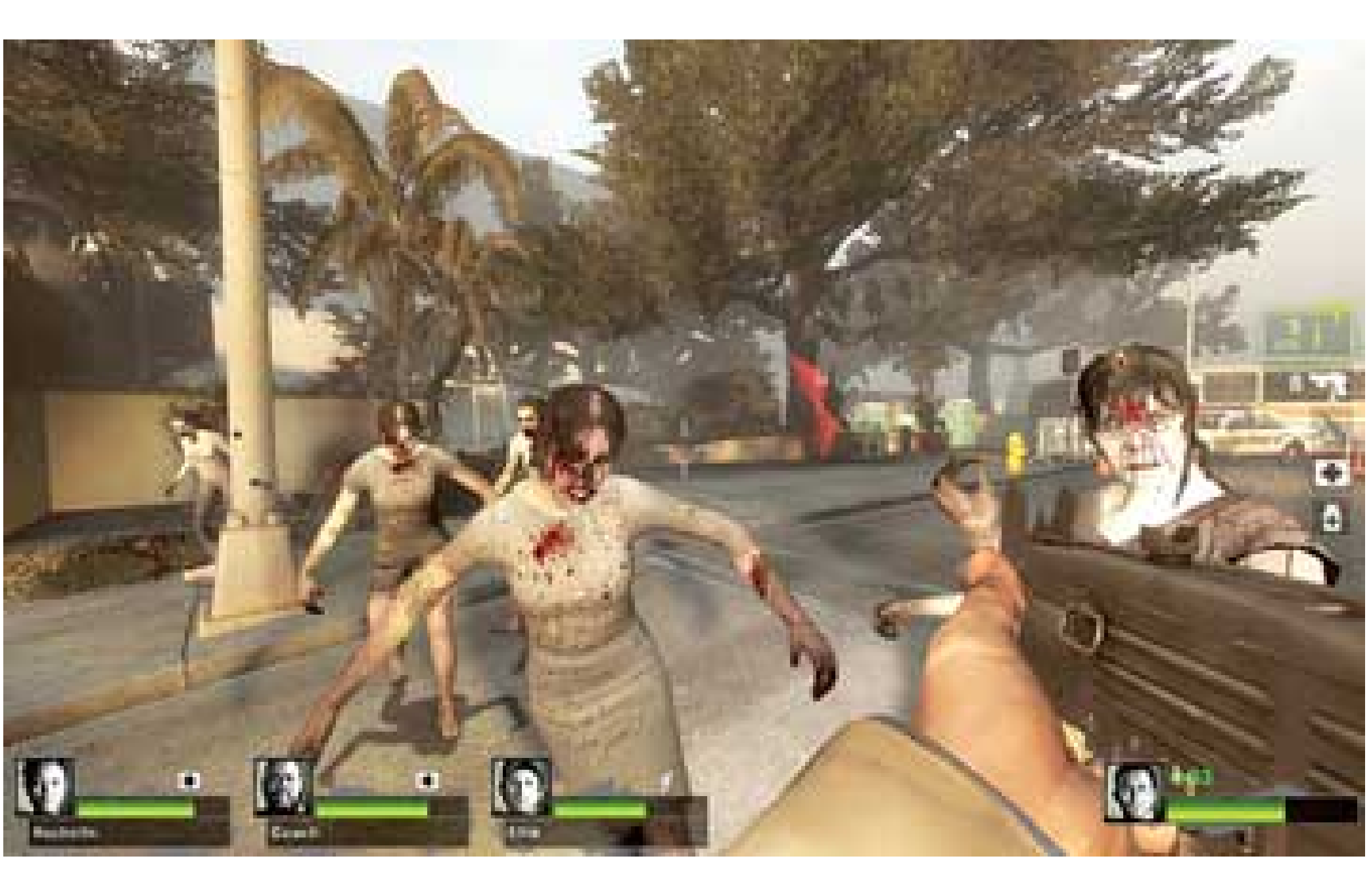
Then stay on the left side and weave through the coaches so that you're only attacked from ahead and the right. Move to the top of the sloping ground with your team checking different directions to ensure that you're not outflanked.



4A

CEDA Evac Overpass

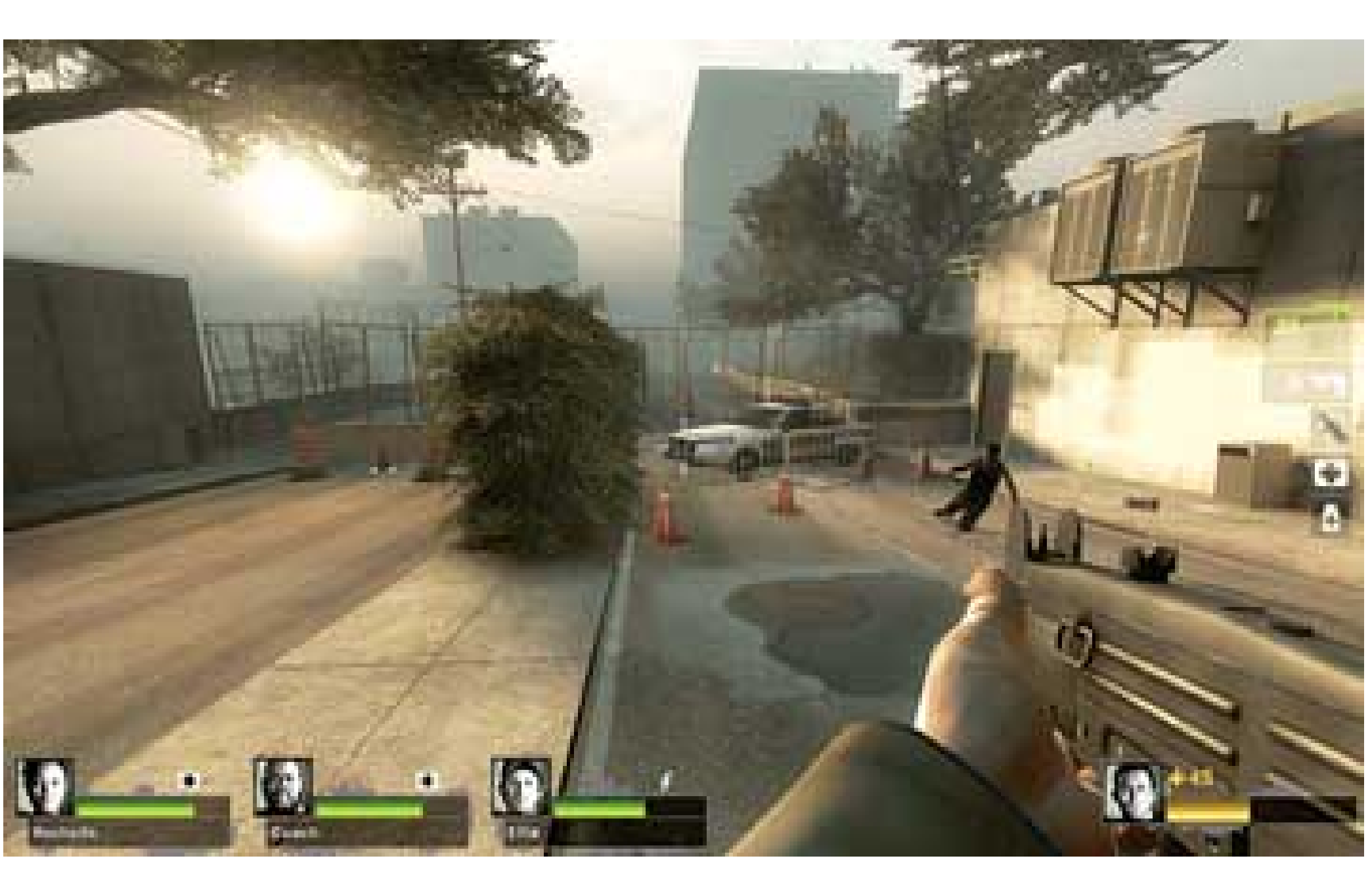
Quickly check the CEDA tents and the back of the truck for items (which randomly appear) before heading down the overpass toward Location 4C.



4B

A cop car and blockade will force you to enter the door near the two air-conditioning units clamped to the wall and move into Location 4D. However, en route there are plenty of opportunities to receive a mass of Infected.

Avoid being overwhelmed by checking the walls on either side of the overpass you're on for incoming foes. If a mass attack occurs, this is one of the first times where you have a wide area to maneuver in.

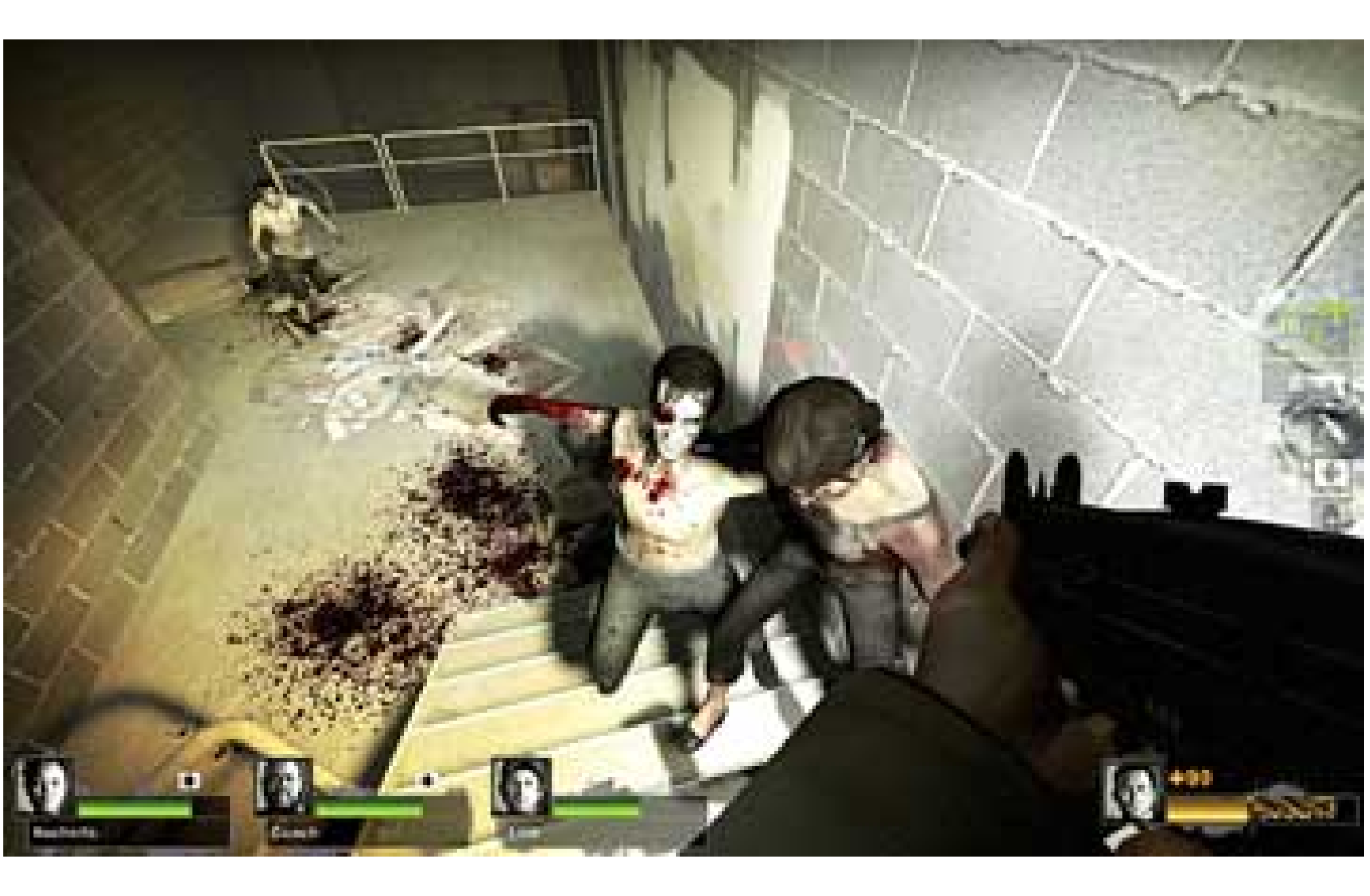


4C

Its width allows you to strafe around foes, backpedal, stand on the cop cars to waylay the Infected, or hop into the back of the white truck so foes can only attack you from one direction. Learn these simple tactics and apply them throughout your campaigns.

Maintenance Stairwell

Although it may seem like a tight squeeze, there are tactical benefits to quickly accessing the maintenance stairwell near the cop car: you know your exits and can easily defend this area... but not indefinitely! Have one of your team checking behind you while the others clear the interior stairs of any foes.



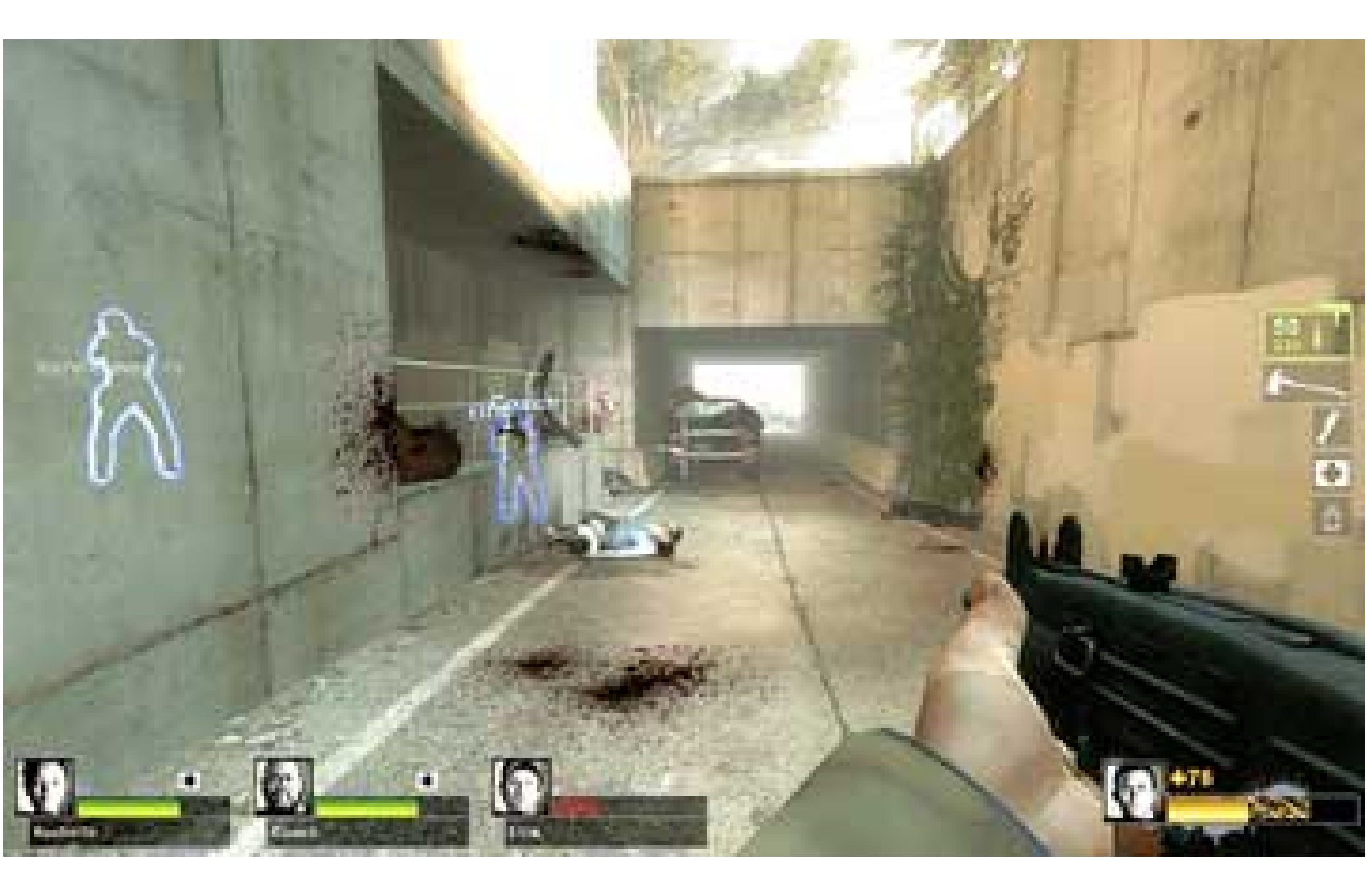
4D

Closing the door behind you waylays any foes, too. Inspect the entire interior, as there's likely to be a couple of items (including Melee Weapons) to grab.

When there's only the four of you left, take a second or two to heal up, then take up a defensive posture at the lower exit door. Once you open it, the alleyway beyond could either be empty or filled with foes and a Special Infected.

If the latter occurs, stay indoors, lob Bile Bombs, Pipe Bombs or Molotovs to soften up your foes, and use the doorway as protection. Scramble out into the alley when most of the foes have been dispersed or dispatched.

Under the Overpass

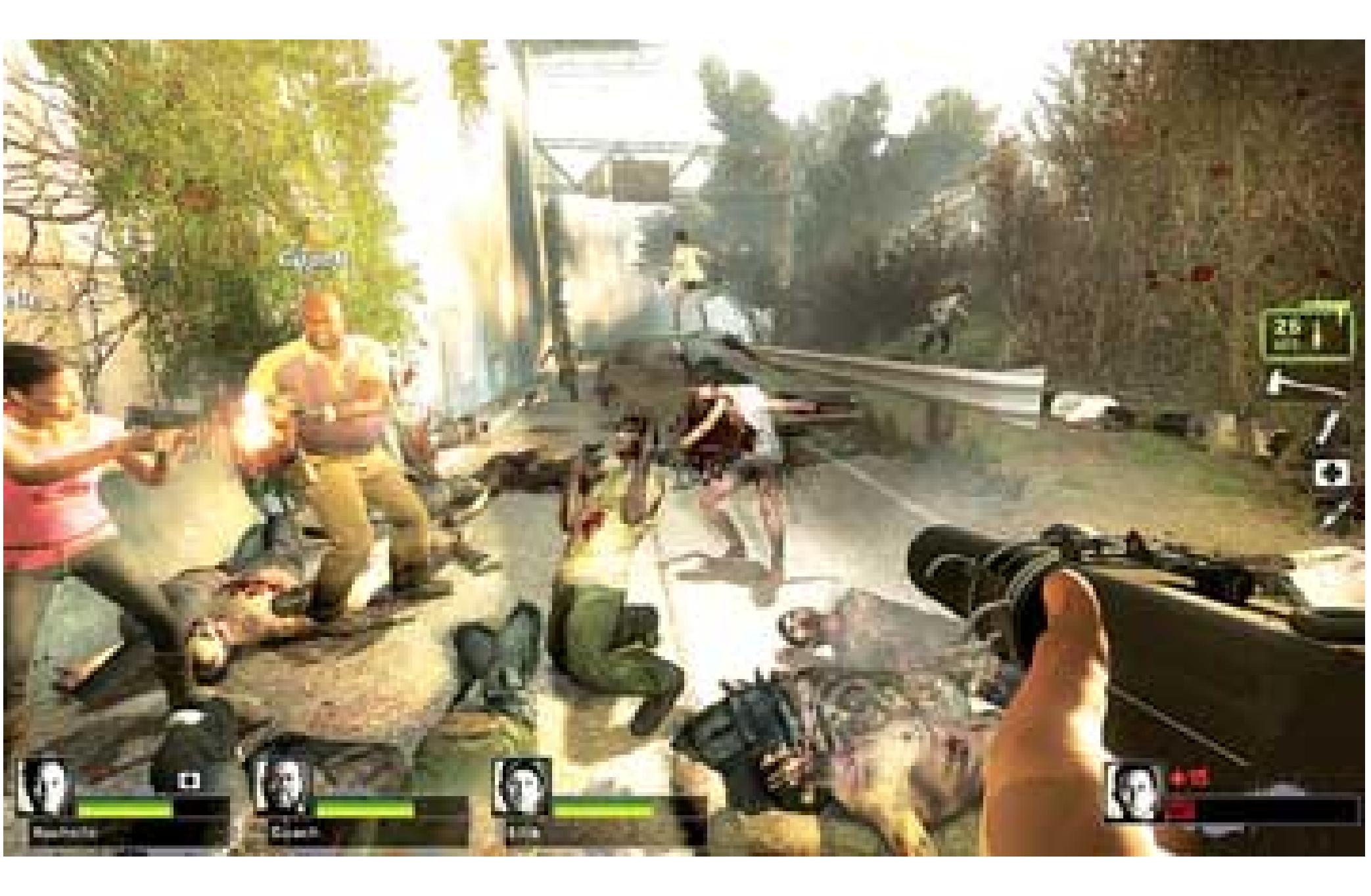


4E

Step into the alley running under the overpass and ignore the van uphill. Turn your attention to any lurking Special Infected (especially Smokers) above you, and then dash into the tunnel with the pickup truck.

Scramble aboard if you need another obstacle for the Infected to climb on before they can reach you. From here, you can move toward the parked car and vegetation at the far end of the tunnel.

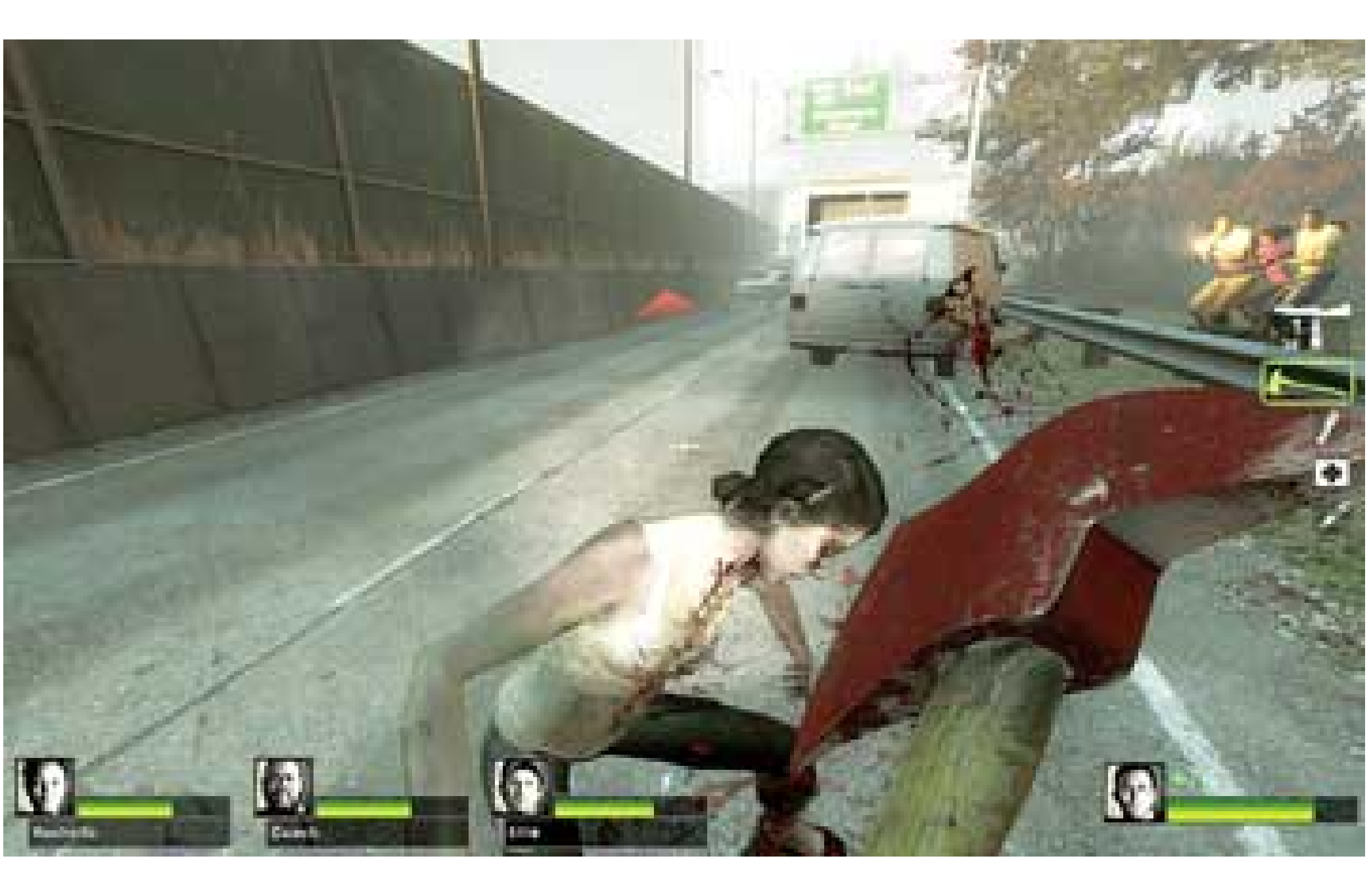
Grassy Verge U-Turn



4F

Expect heavy resistance as you step out of the tunnel, move past a parked car, and maneuver over the grassy verge with hedge thickets where Special Infected love to ambush you.

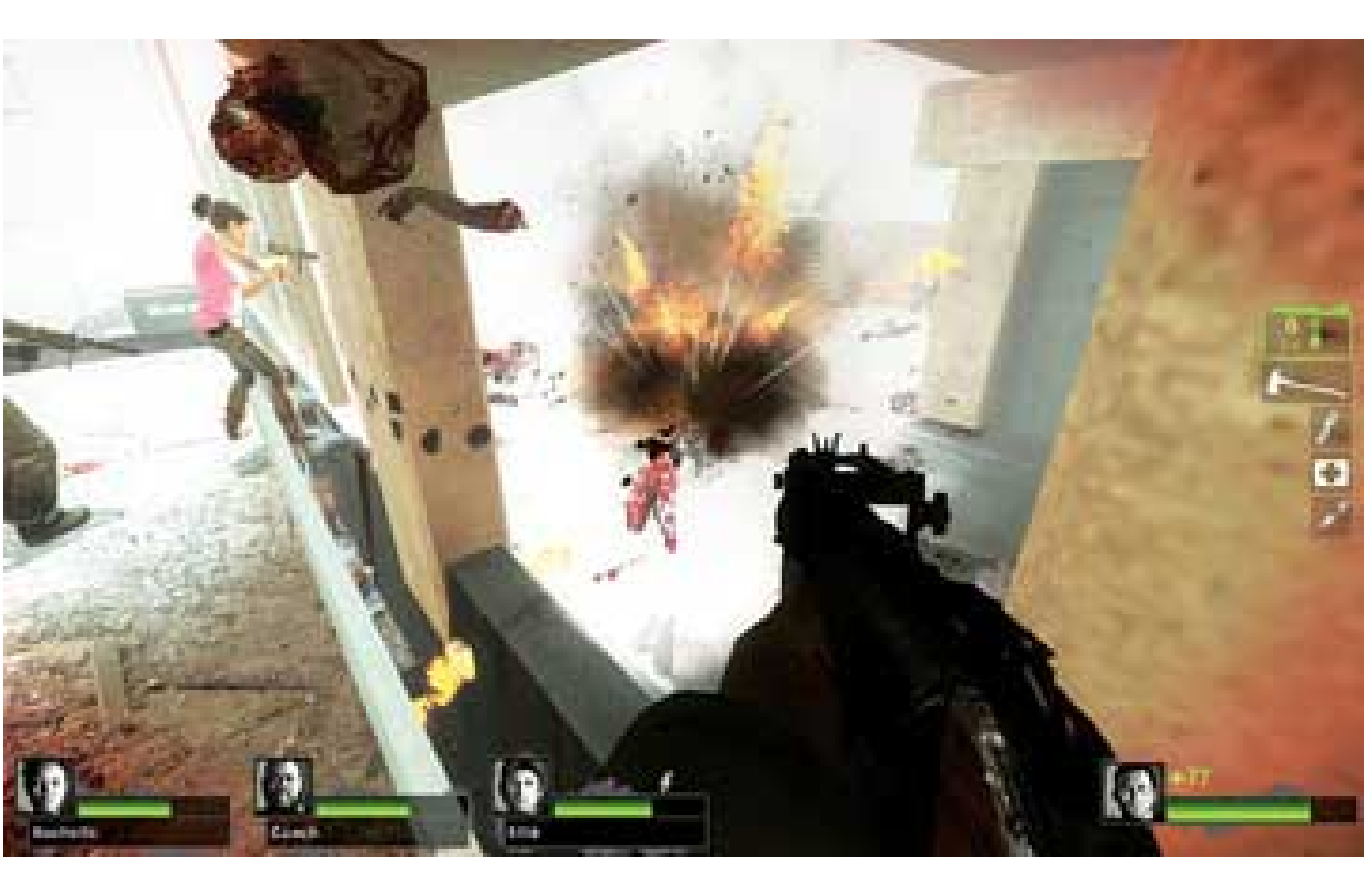
As long as you're familiar with the layout of the verge and the fact you should be making your way to a refuse container (4G) as quickly as possible, you should be able to navigate through the undergrowth fairly easily.



You can elongate your search to the far end of the verge, and then cross to the white truck: Both of these areas have additional items to grab and the truck can be boarded and used as a "last stand" defensive location if the need arises.

Rampage at the Refuse Container

Pass the cop car, running along Interstate 16 until you reach the tunnel. Don't waste time rummaging around on the ground (unless you spot an item).



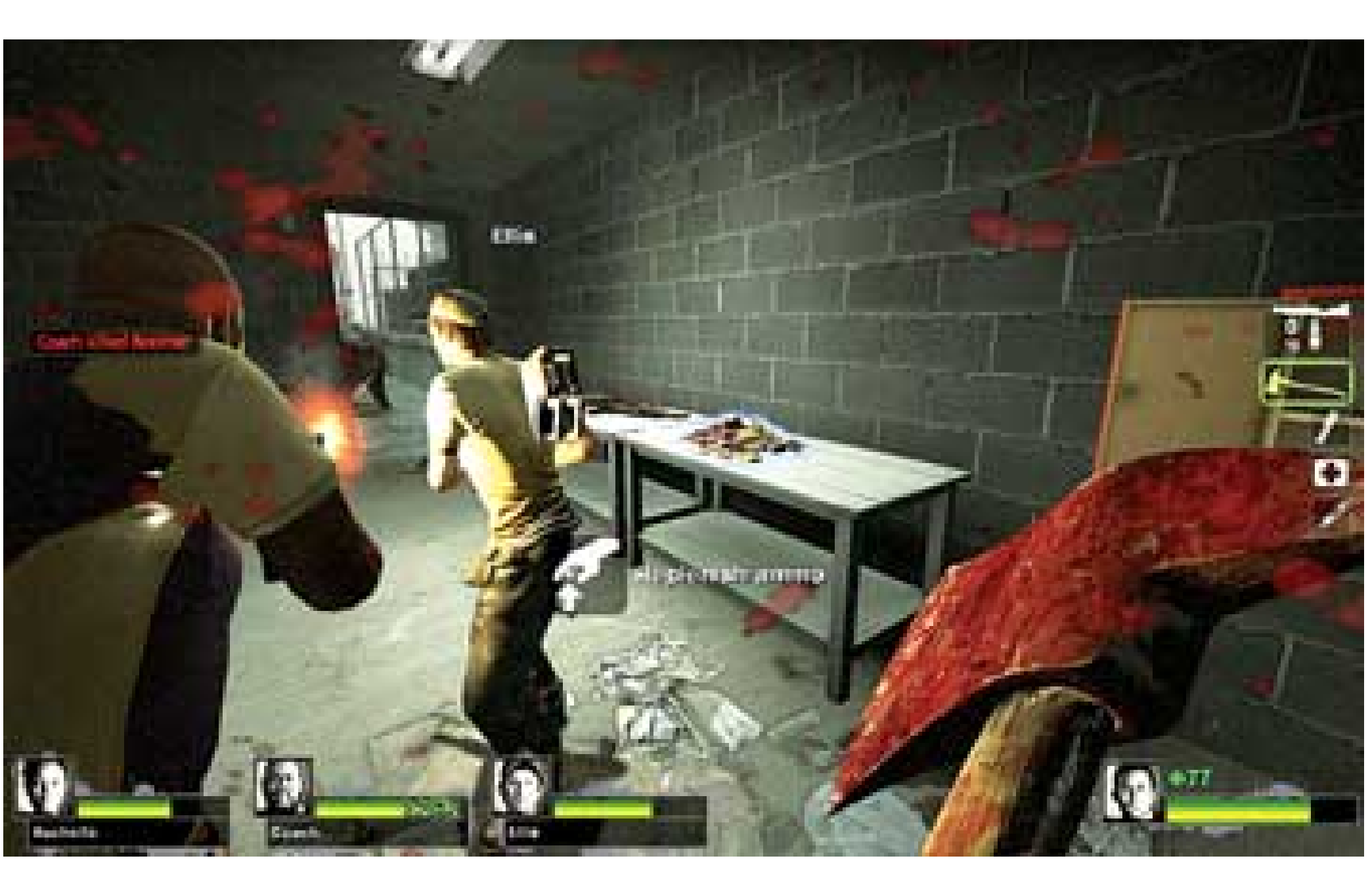
4G

Immediately climb the yellow ladder attached to the refuse container two Survivors at a time (with the others guarding behind you).

Stand atop the container and rain down death on the Infected on the left side of the Interstate. With one teammate checking for foes storming you from behind, have the others spread out along the container and bombard the enemy with fire.

When most of the threats are abated, simply drop down and run across to the concrete maintenance building.

Concrete Maintenance Building



4H

This building is dark and usually filled with Infected that haven't seen you yet; make sure at least half your team cut through these foes with Melee Weapons as you move to the Weapons Cache atop the stairs.

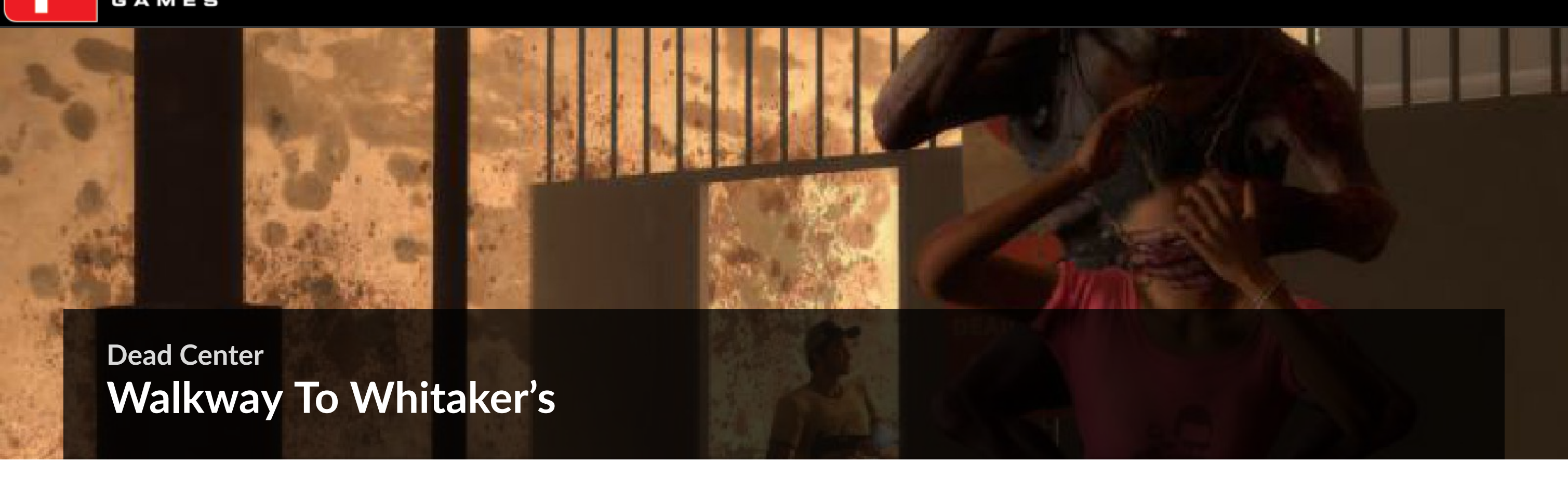
Don't get preoccupied by grabbing the latest in weaponry; there's an open doorway on your left where the Infected can storm in from, including Special Infected like the Boomer.

Deal with these threats before they scramble inside this building. Take it in turns to guard this door and the stairs you came from, while the others tool up for Area 5.

Effective Infected

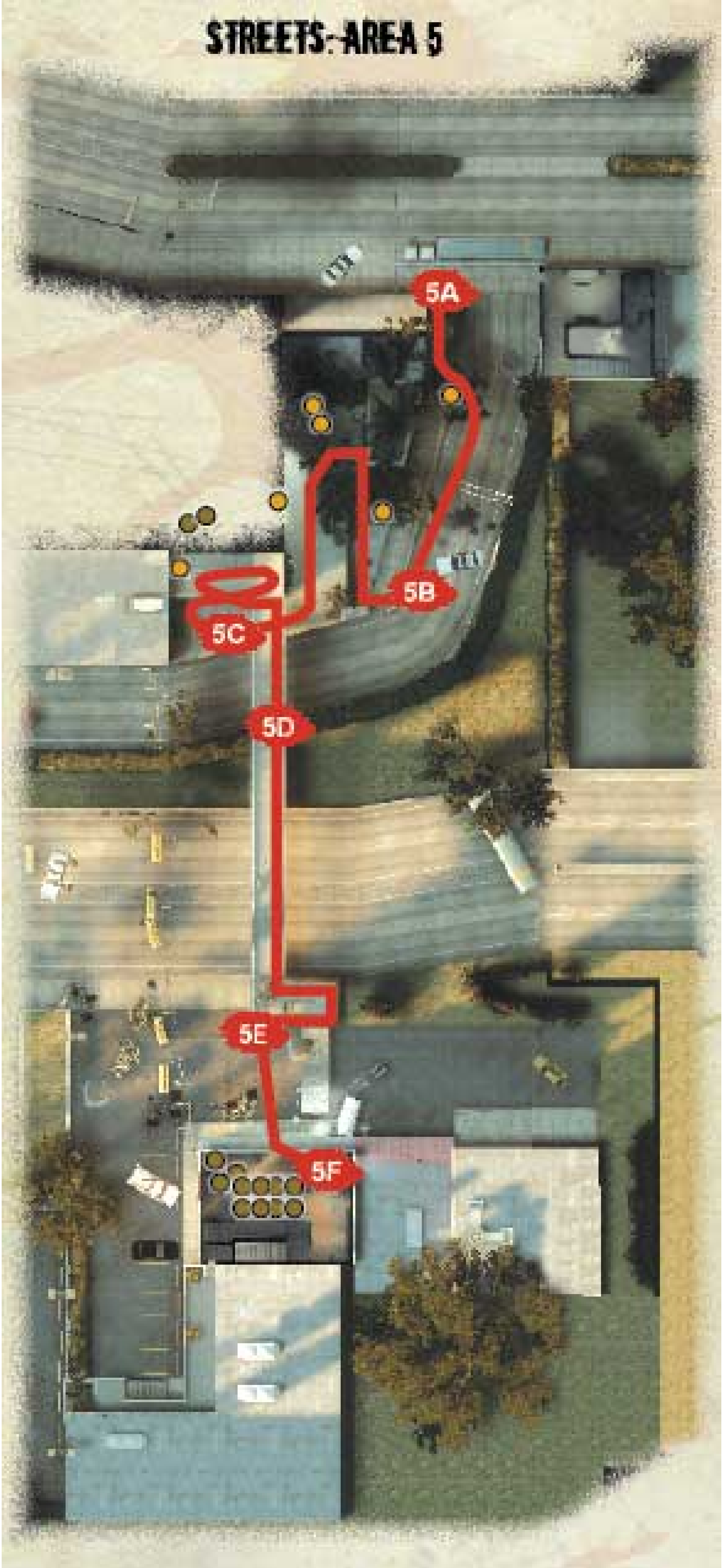
For the first time, Special Infected have a real height advantage over the Survivors, and can attempt to trap foes from above, which is especially possible after they exit the first maintenance stairwell (4D; picture 1). Snag a foe, yank them up, and back away from the edge so you're even harder to hit. If other Infected attack at the same time, this can really impede your foes' progress.

The bushes at Location 4F (picture 2) also make a good ambush spot, and pay particular attention to stragglers; if you grab one at the refuse container (4H) after the others have dropped down, you can rake them with claws without risk of the victim being rescued—a real coup for your side. Spitting in enclosed areas is another fine plan, as is waiting for a mass or Horde of Common Infected to strike and then launching your additional violence.



Dead Center

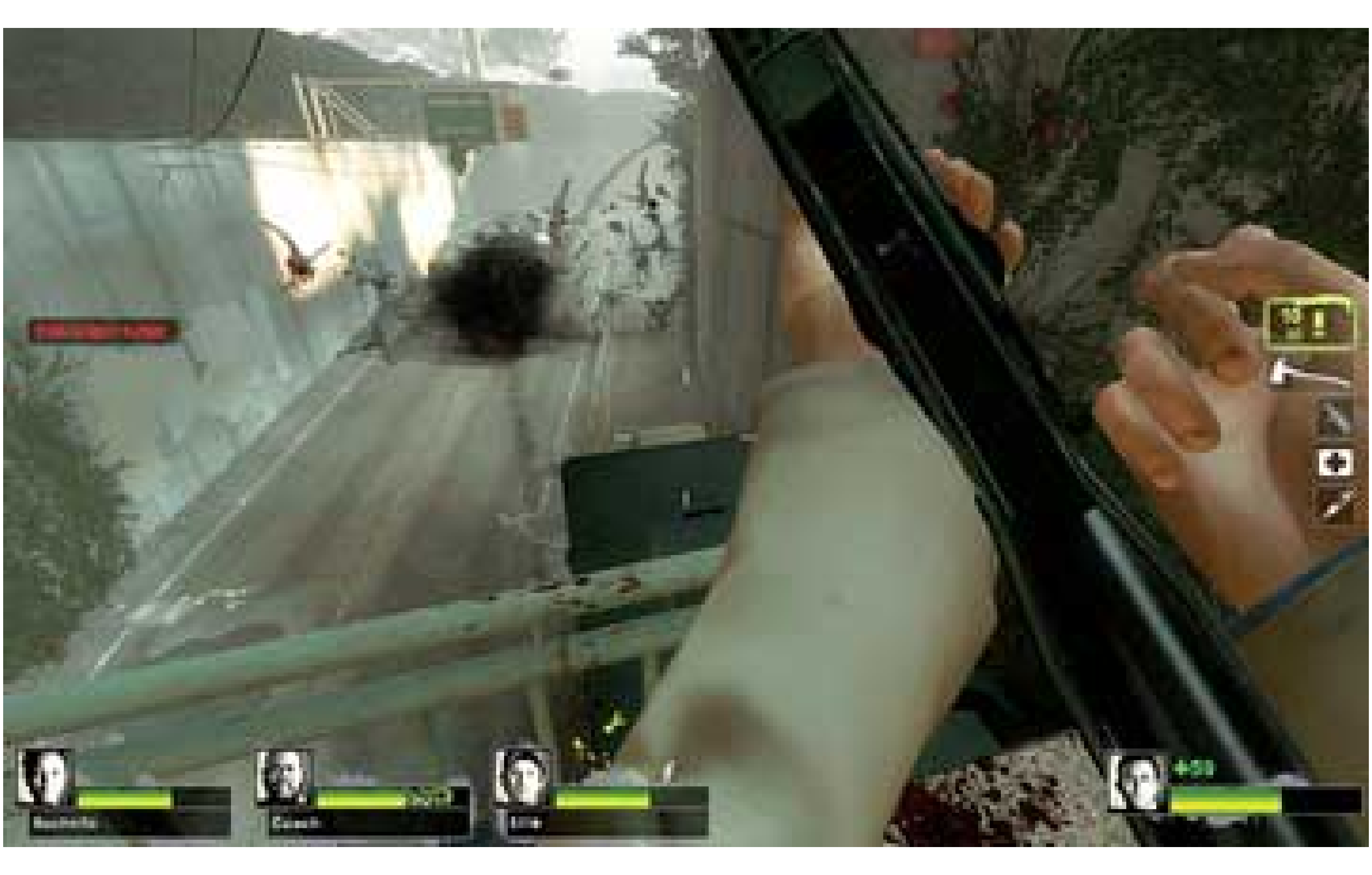
Walkway To Whitaker's



A.I. Director's Cut

Vehicles parked throughout this area may be alarmed, so look for warning information and avoid them accordingly.

Carnage Near and Far



5A

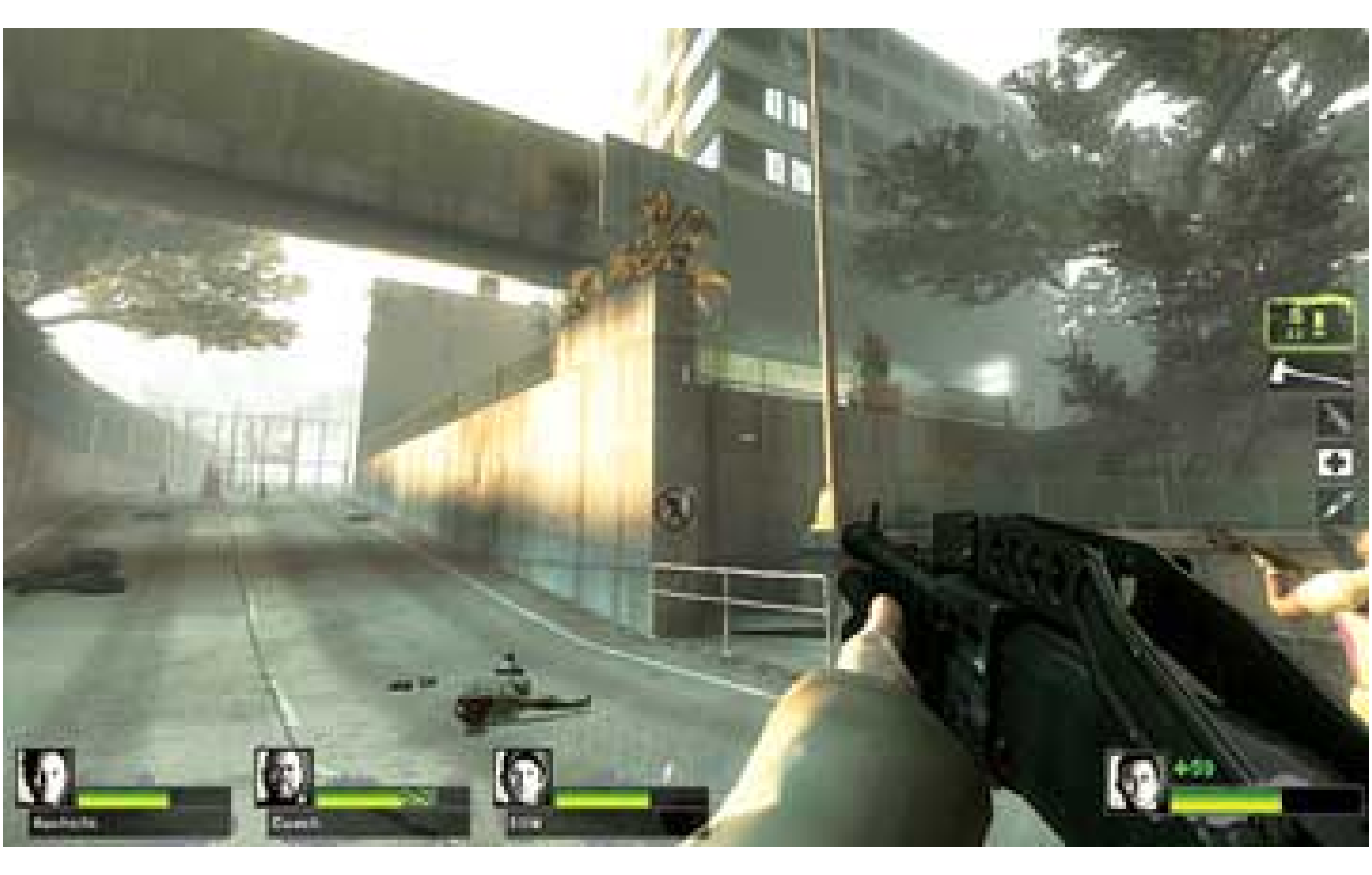
Combat is likely to be heavy at this juncture. The available ammunition and weapons, and the narrow bridge you must step onto to reach the road below mean you should expect two or three Special Infected and a mass of Common Infected, especially on the road below.

You can lob down a Pipe Bomb and clear the area, or have one team member with a close-combat weapon (Melee or Shotgun) drop down, while others on the bridge (or standing on the chemical toilet or CEDA trailer) provide sniper backup.

Caution

When you're lobbing projectiles, such as the Pipe Bomb and Molotov or Bile, don't just stand there and watch your handiwork; you're probably being outflanked by a Hunter or other Infected annoyance. Remember: you're never safe!

No Pedestrians: Only Mutations



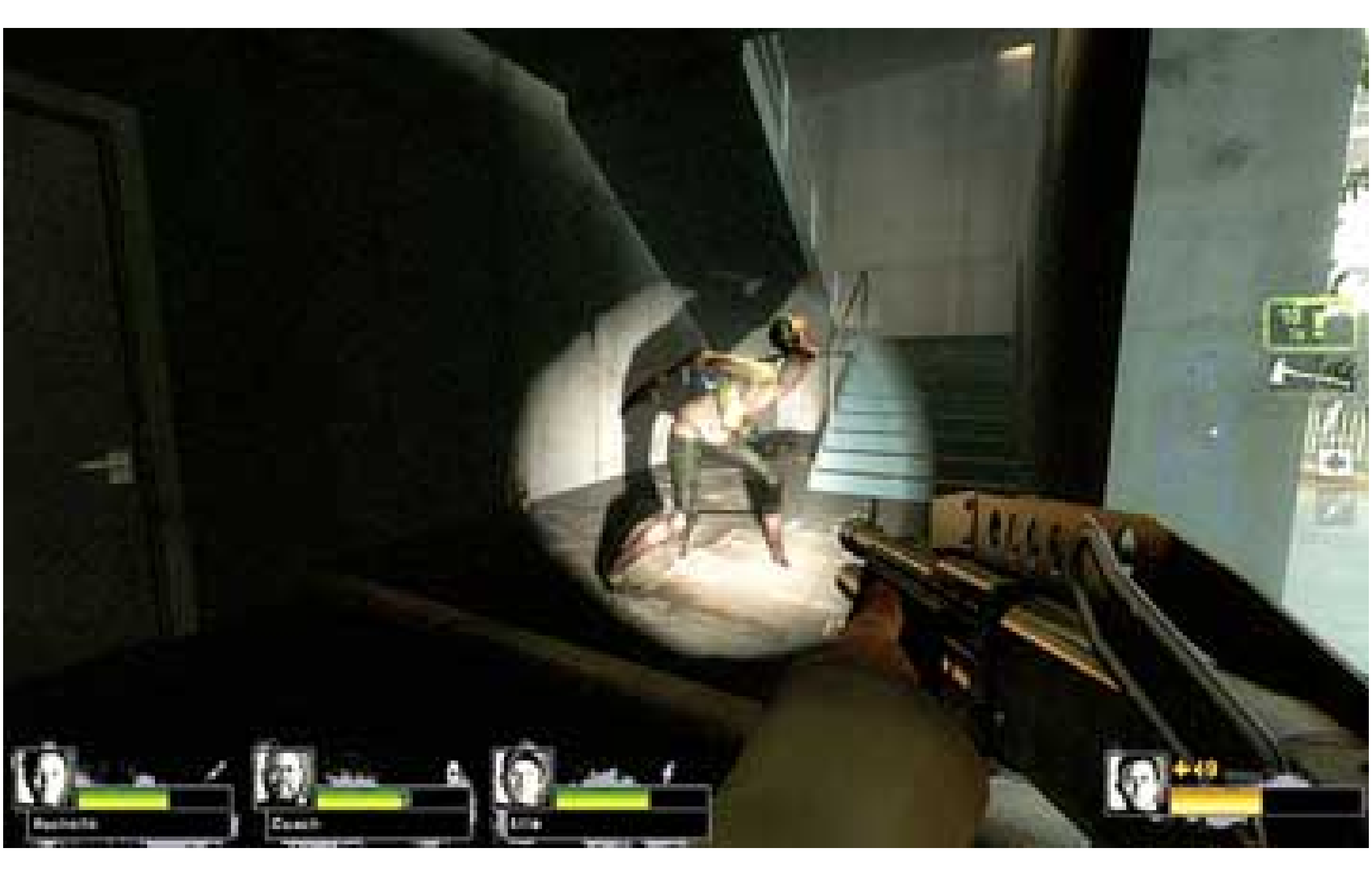
5B

Stay close (but not bunched together) as you head up the road to the corner by the concrete barricades and the "No Pedestrians" sign.

You can easily hop over these low barricades and head up the steps, but if you have numerous Infected to cull, the wider expanse of roadway makes target practice a little easier. Note that the overpass you're about to cross can be seen in this picture.

Up to the Overpass

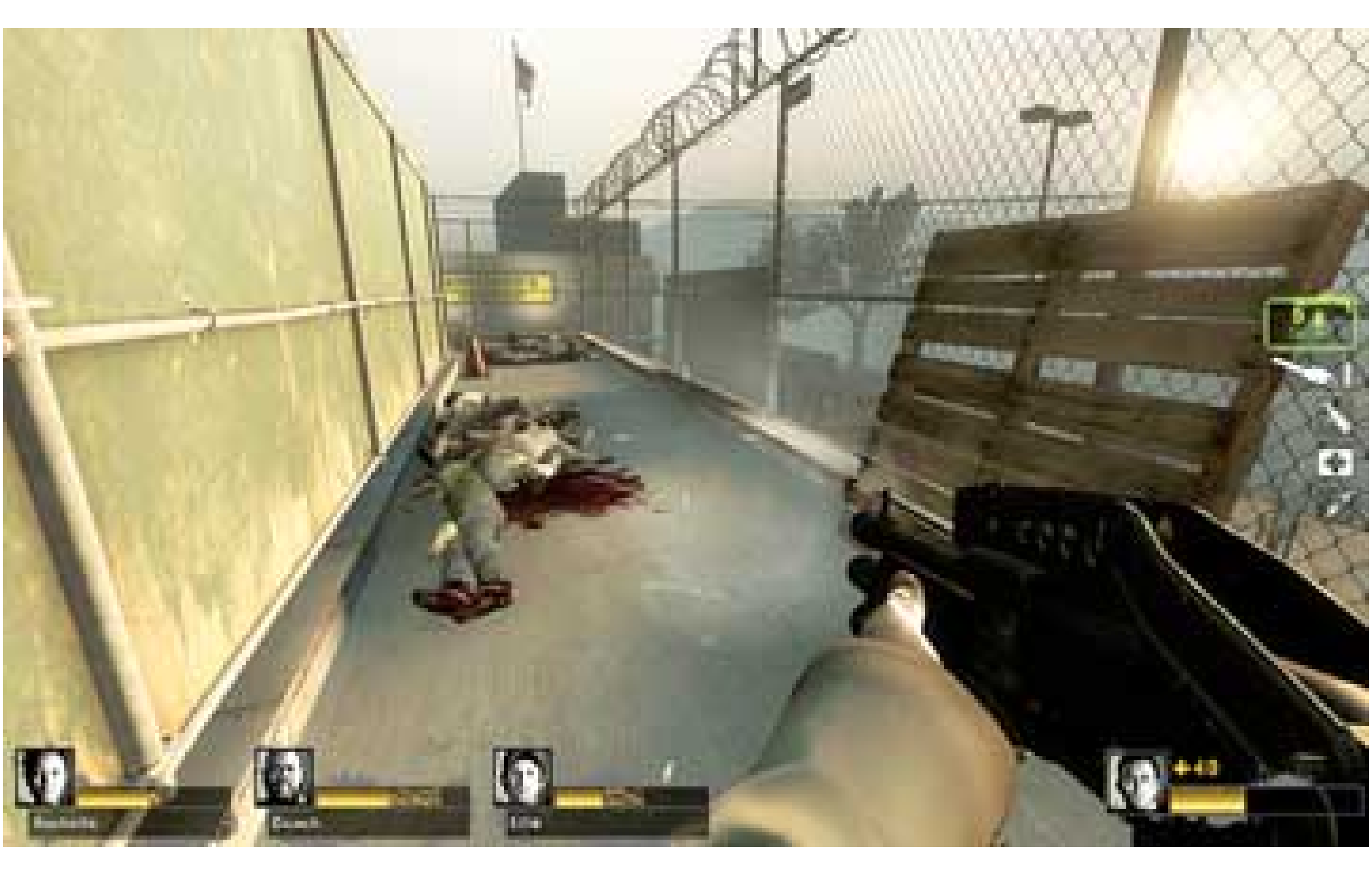
Head up the stairs, around, and into the darkened alcove, watching for possible disgusting critters that might be waiting to ambush you.



5C

Spend too long here (including opening the door under the stairs to check a small room for items) and you risk being overrun from the road.

Make sure you have teammates watching behind as well as above you when you ascend the flights of steps up to the overpass.



5D

This narrow walkway is a prime spot for a Charger ambush, especially from behind, so encourage your team to check all directions as you cross.

If you're set upon by other Infected as you cross, it is a straightforward matter to blast them because they have nowhere to dodge.

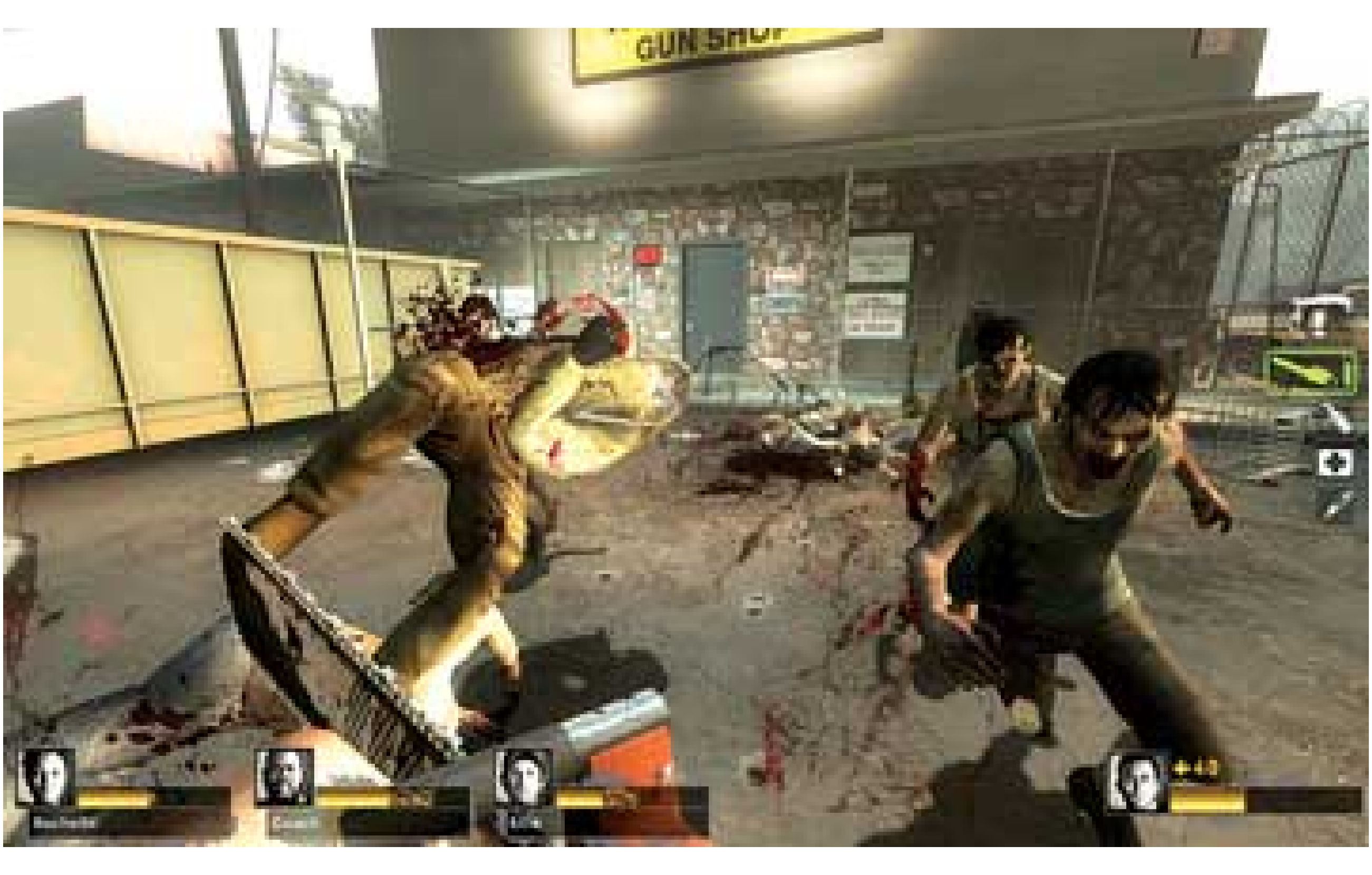
Just make sure one of you sticks left, and the other right, so enough of your team can fire at once, through the gaps.

Tip

Have you been tasked with watching your teammates' backs? Then learn the fine art of backpedaling—moving in reverse with the same agility as if you were moving forward. If you can learn the layout of these streets both forward and backward, it helps the team immensely!

Whitaker's Gun Shop Exterior

At the far end of the walkway, you spy an American flag and what could be the next best thing to a helicopter evacuation: a store brimming with weaponry!

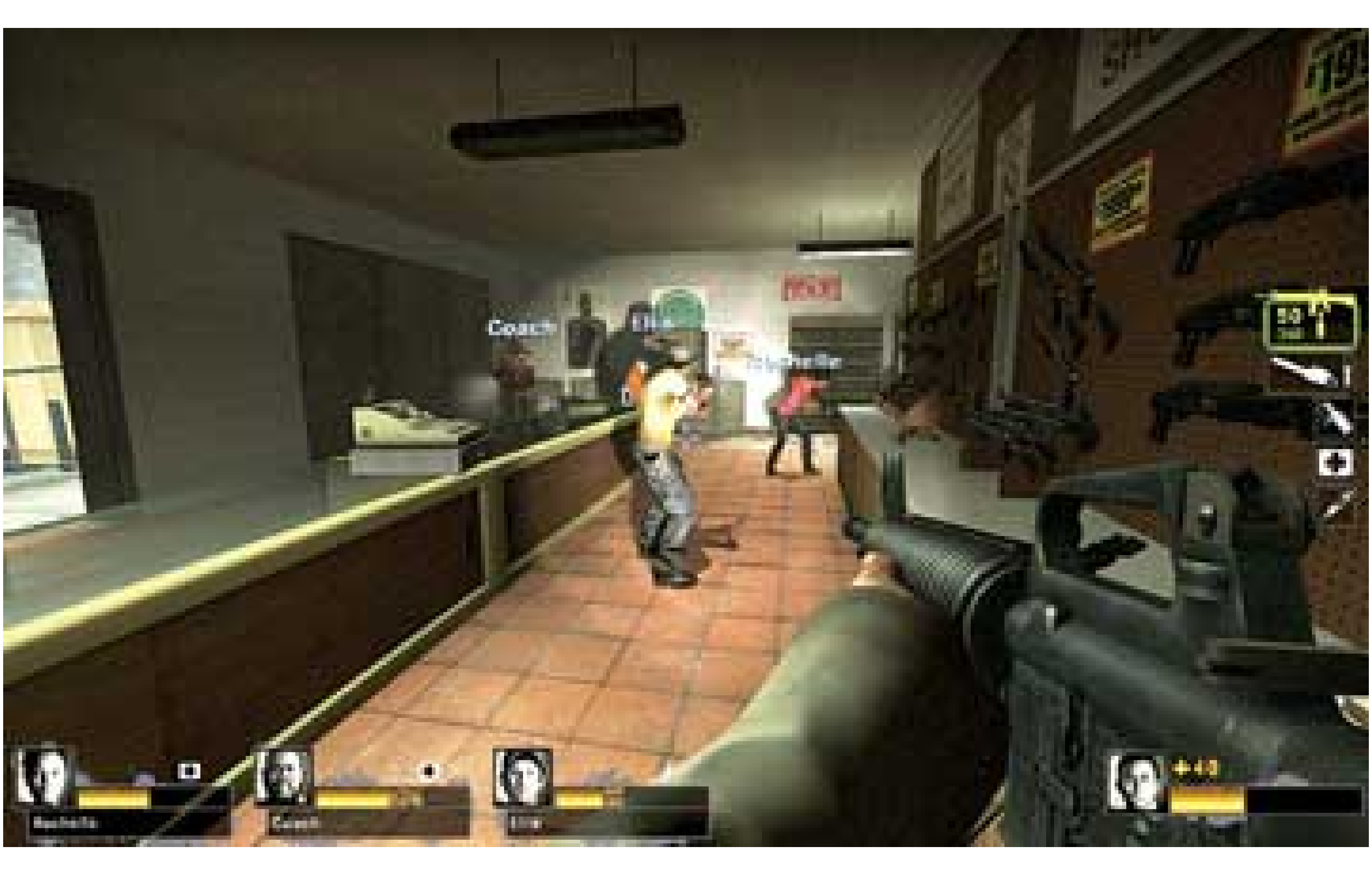


5E

Don't lose focus though. Move down the steps (with a couple of teammates checking the walkway behind you and offering ranged shots through the wire fence atop the stairs).

Then move out into the fenced-in courtyard, where you can test out your favorite Melee Weapon with vigor. Other plans include shooting Infected as they climb the mesh fences while you shuffle into the gun store.

Guns Galore



5F

Once inside Whitaker's, you're greeted with more high-velocity firepower and ammunition than you can hope to carry. However, you have a choice of every weapon available.

Agree on who's grabbing long-range (scoped) weapons, and who prefers shotguns and assault rifles. But first, close the door behind you if you didn't deal with all the Infected outside.

Now that you're safely in the gun store, immediately plan your exact maneuvers while you're healing and augmenting your weapons with a Laser Sight.

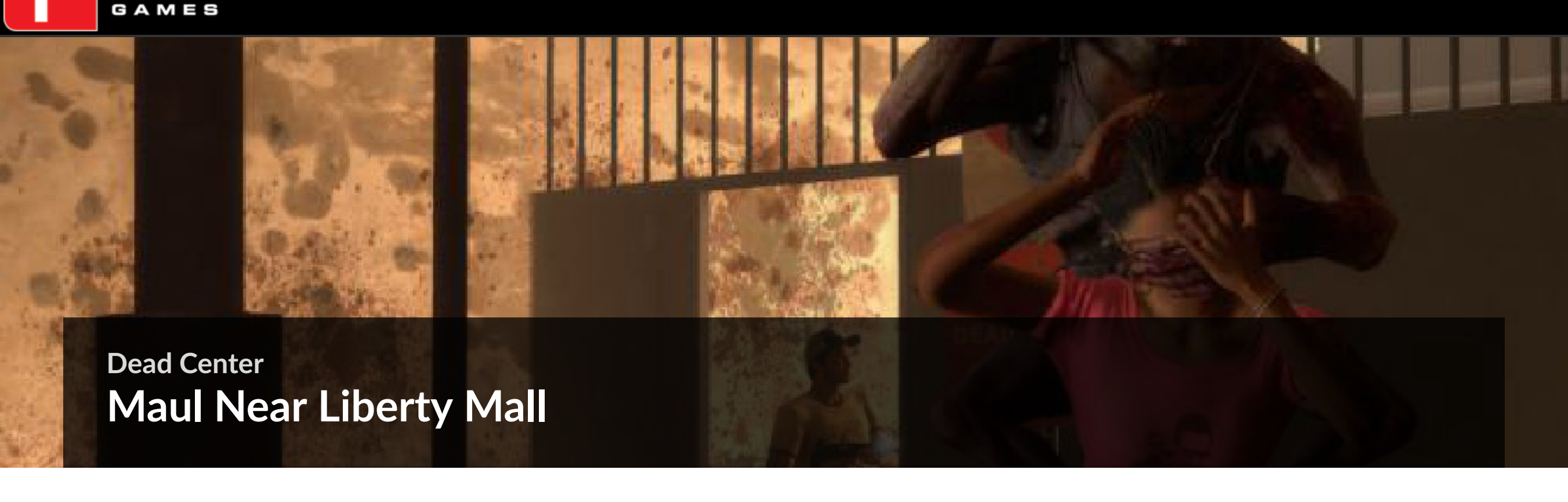
Note

Laser Sights make aiming easier and more accurate; make sure every team member fits this. Throughout the rest of the campaigns, this augmentation appears randomly.

Effective Infected

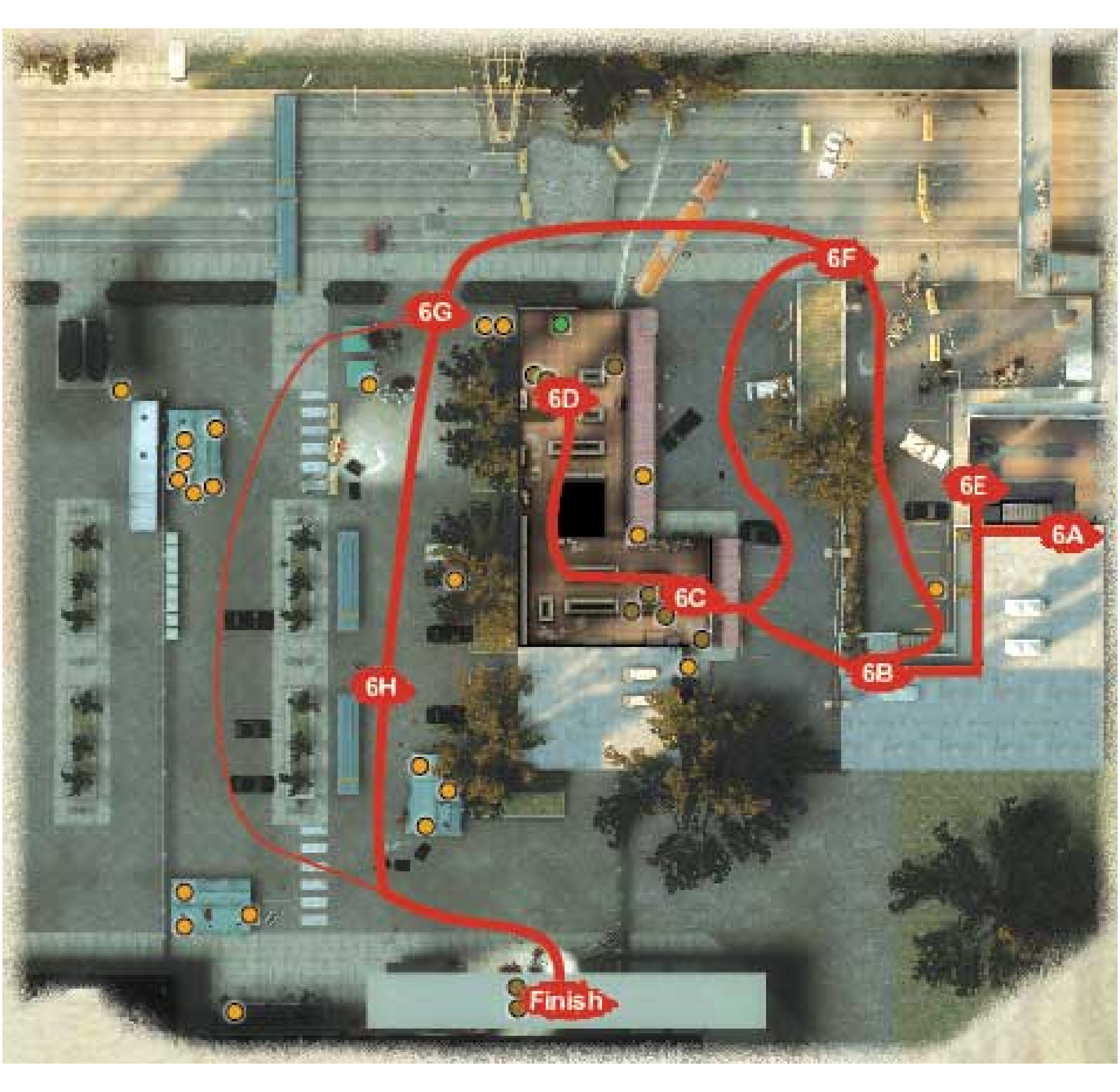
The initial street area, where the Survivors appear from the second maintenance building (5A; as shown), is a great place to perform any number of violent deeds. The narrow ledge is a real problem for your foes to overcome. Sticking to dark corners of the streets, moving with the Infected so you blend in with a pack of foes, and following stragglers to tackle them when they stray from the herd are all viable strategic options.

Cough spittle as a Boomer or Spitter as your foes round a corner, and try attacks from multiple directions to misdirect and confuse. The biggest asset is the overpass itself; this long straight bridge is perfect for a Charger attack. Also try and snag a lone Survivor just as the others enter the gun store.



Dead Center

Maul Near Liberty Mall

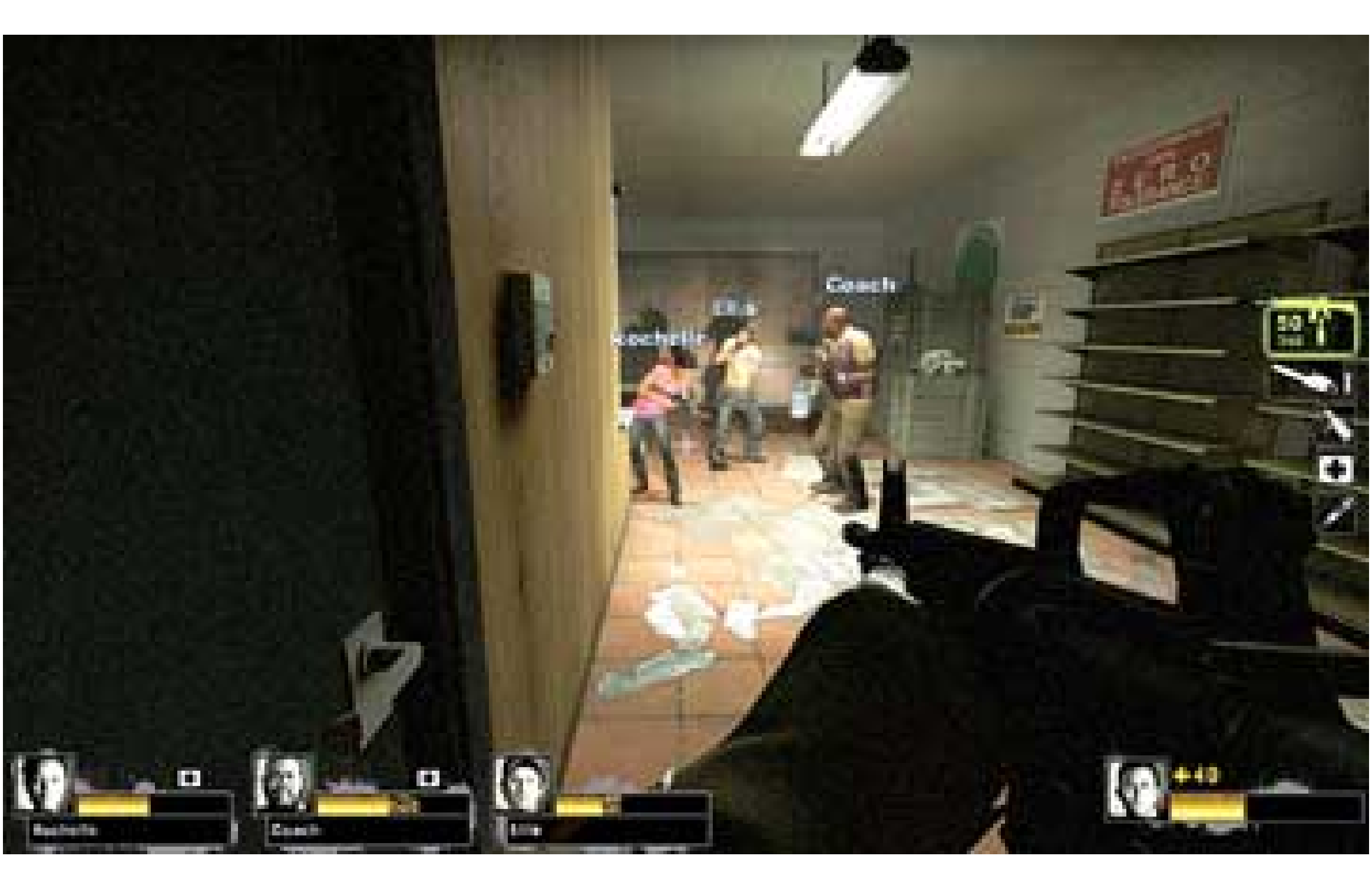


A.I. Director's Cut

Vehicles parked throughout this area may be alarmed, so look for warning information and avoid them accordingly.

Paging Mr. Whitaker

The reinforced door at the rear of the gun store won't open. However, the intercom to the right of the door is accessible. It allows you to converse with the shop's owner, who's holed up on the roof with more ammunition and weaponry than a small army.



6A

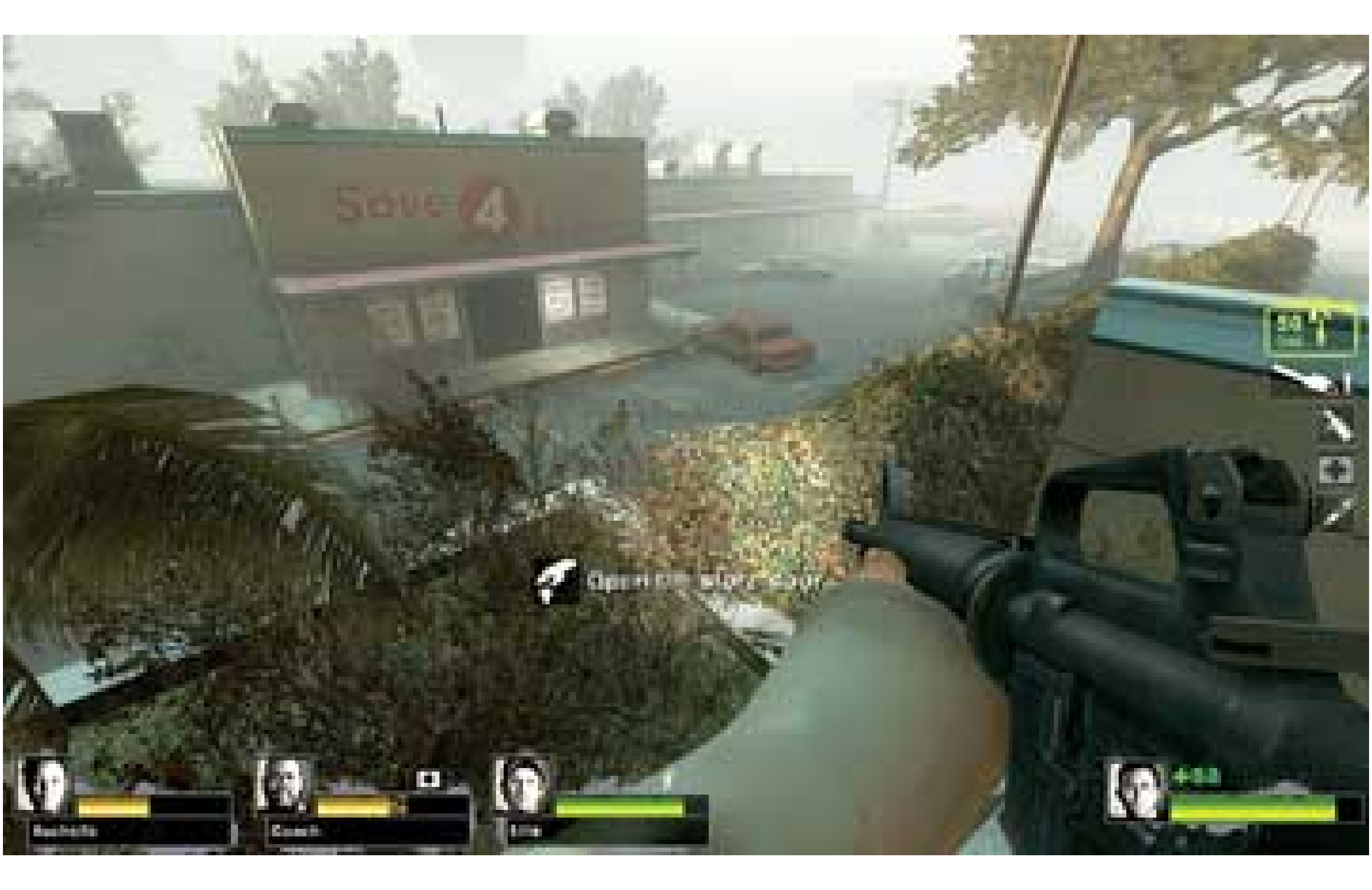
In his haste, however, he's forgotten to grab some sugary cola to keep him up and peaking. It falls to your team to locate the sustenance. Deliver the colas (located in the Save 4 Less store) to Whitaker (via the hatch on the door at Location 6E).

In return he'll clear your route into Liberty Mall (near 6F). It's time to plan this shopping excursion properly!

Note

There are both cunning and hapless ways to retrieve Whitaker's cola. The following is the optimal plan.

Just for the Taste of It: Part 1

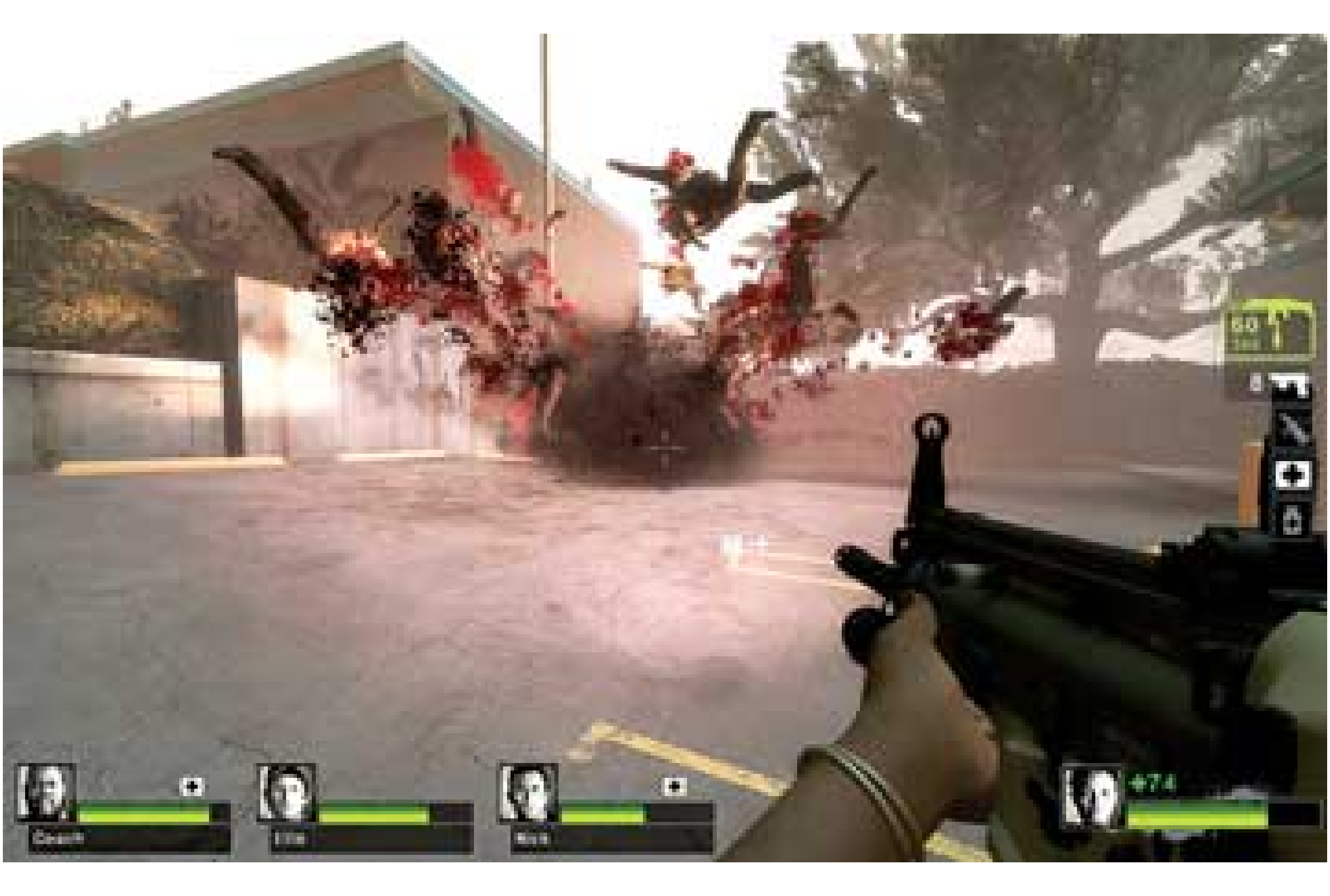


6B

Positioning your team and electing the cola retriever is of paramount initial importance. Everyone should exit the gun store, while the person charged with delivering the cola making a mental note of location 6E.

To quicken progress, the entire team should then move along the boarded-up apartment balcony to the location shown in the picture. This shortcut allows you to reach the door to the Save 4 Less store instantly.

Just for the Taste of It: Part 2



6C

However, as soon as the door opens, a store alarm sounds. This alerts the Infected Horde, and dozens of charging Common Infected storm the premises. This can prove to be a hideous problem if you haven't positioned your team properly:

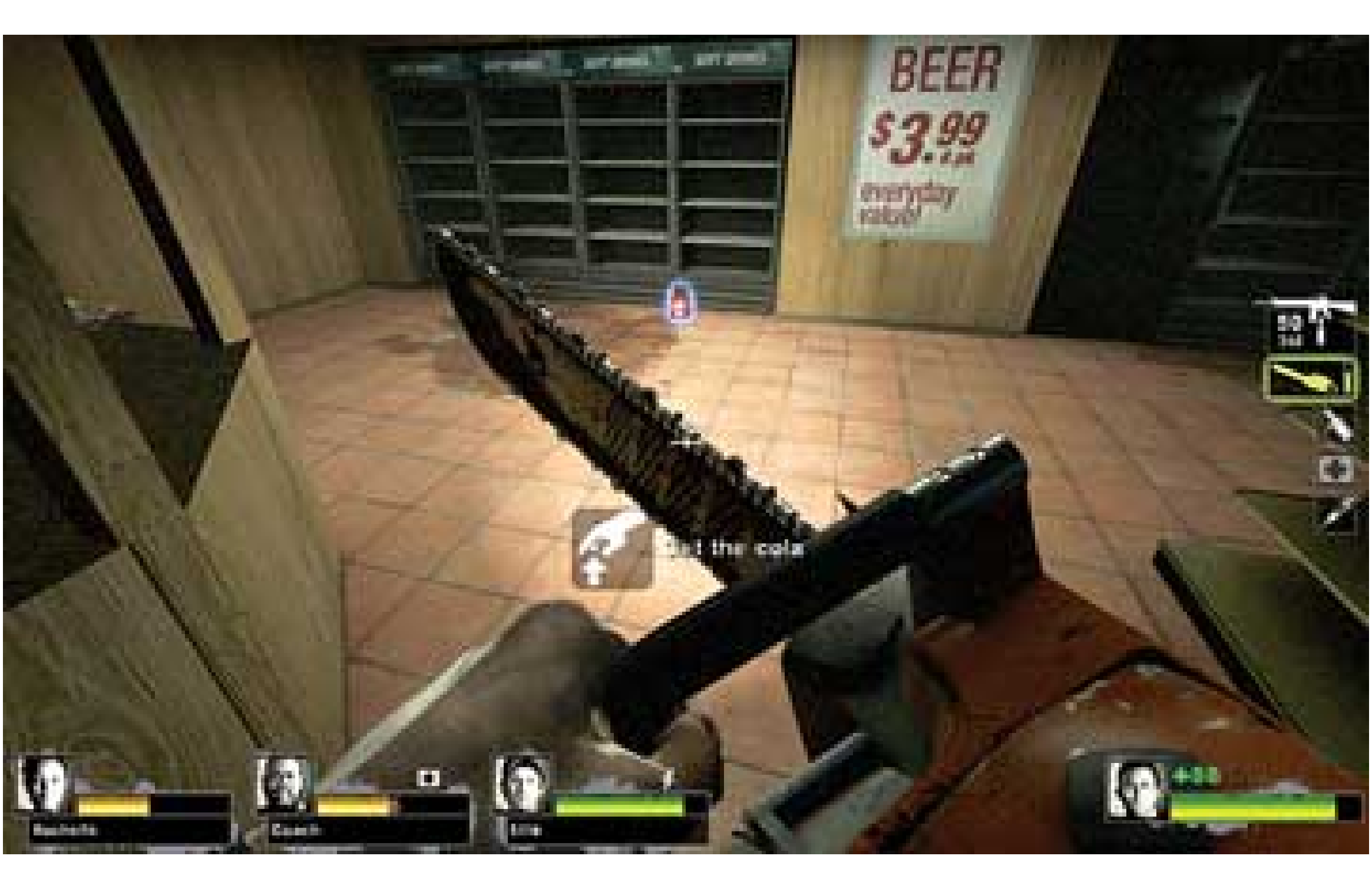
One or two of your team should stay at Location 6B, perhaps standing and strafing along the hedge between the upper and lower parking lots.

This height advantage can prove critical, and allows you to siphon off some of the horde from the rest of the team. Just try not to get overwhelmed!

Two or three of your team should open the store door, raising the alarm. One or two of the team should remain at the entrance, as this is the primary location to which the swarm of Infected runs.

You can hold this area relatively easy, with cross fire from your friend on the hedge. A Pipe Bomb (as shown) is an incredibly helpful asset, as is any other Belt Item.

Just for the Taste of It: Part 3

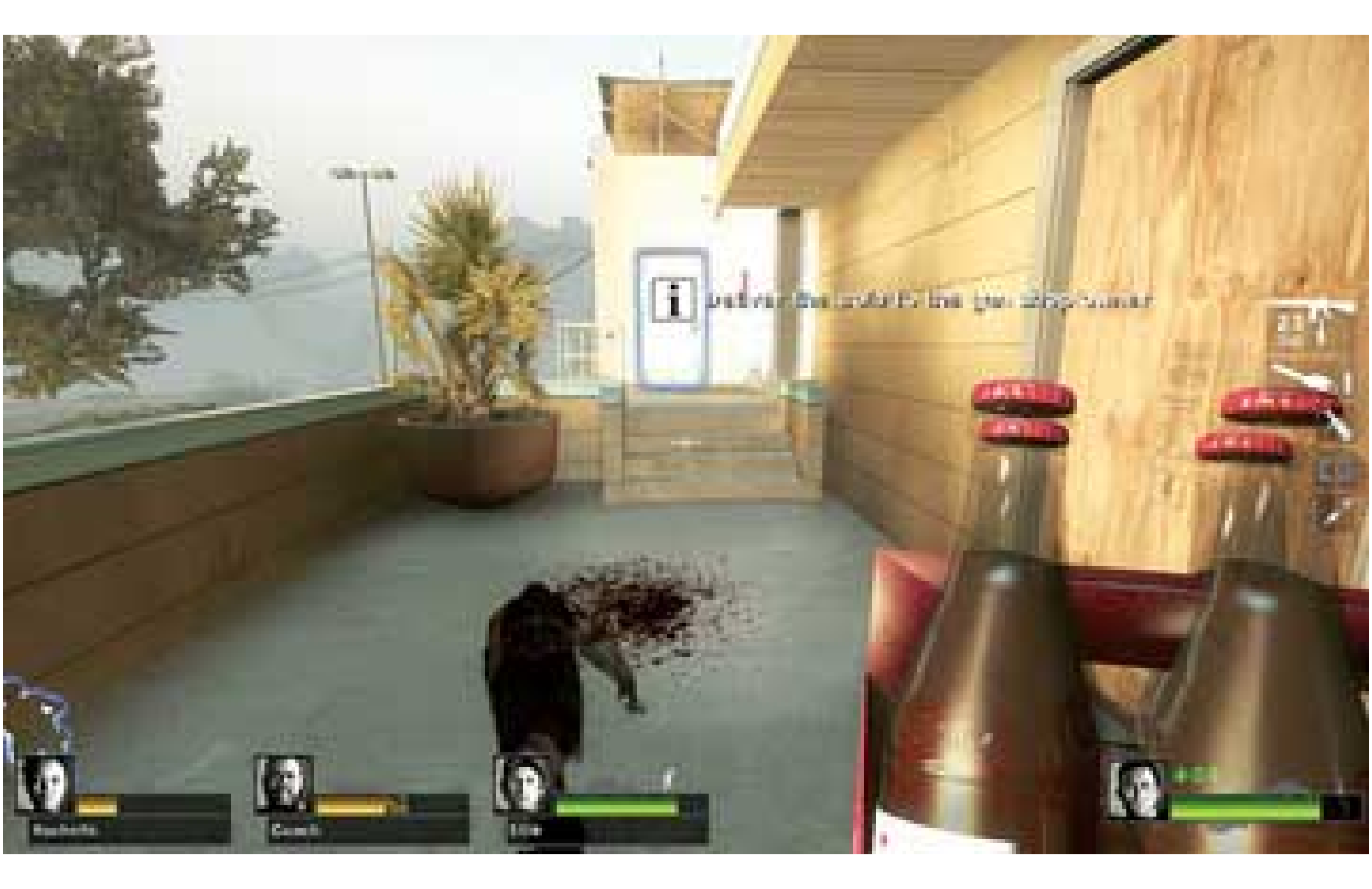


6D

While your teammates fend off the Infected outside, preventing them from reaching the store interior, one of the team should move quickly through Save 4 Less and grab the cola from the far end of the store (6D).

Warning! You cannot use weapons of any kind when you're carrying the cola, but you can push Infected away with the cola. If your friends are doing their jobs, you should be able to return to Location 6C, drop the cola, and finish off the Horde.

Just for the Taste of It: Part 4



6E

When the Horde is all but dispersed, the cola carrier should run toward Location 6B, not via Location 6F (around both parking lots, which wastes time), but to the wall below Location 6B.

There the teammate should throw the cola to the teammate who was strafing along the hedge, or who has already retreated to this point.

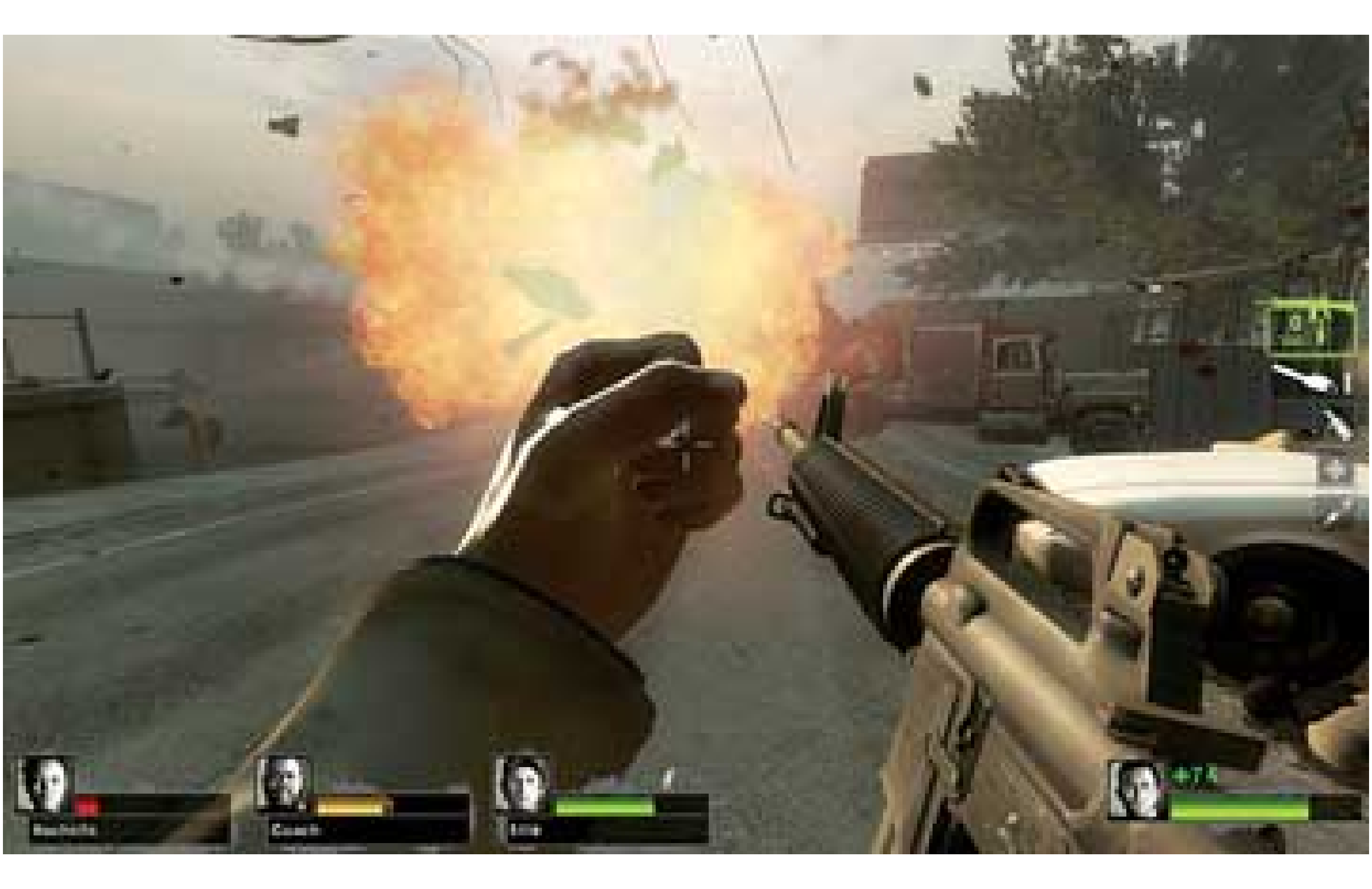
Once the cola is caught, bring it around the balcony to the hatch door (as shown). Operation "thirst quencher" is a complete success!

Note

The other way to attempt this is to wander aimlessly around the parking lots with little sense of purpose.

Eventually you can achieve this goal by grabbing the cola, moving forward until you're attacked, drop the cola and punish the enemies, and then pick the cola up again. But your Health takes a battering and you risk additional attacks.

Whitaker's Tanker Takedown

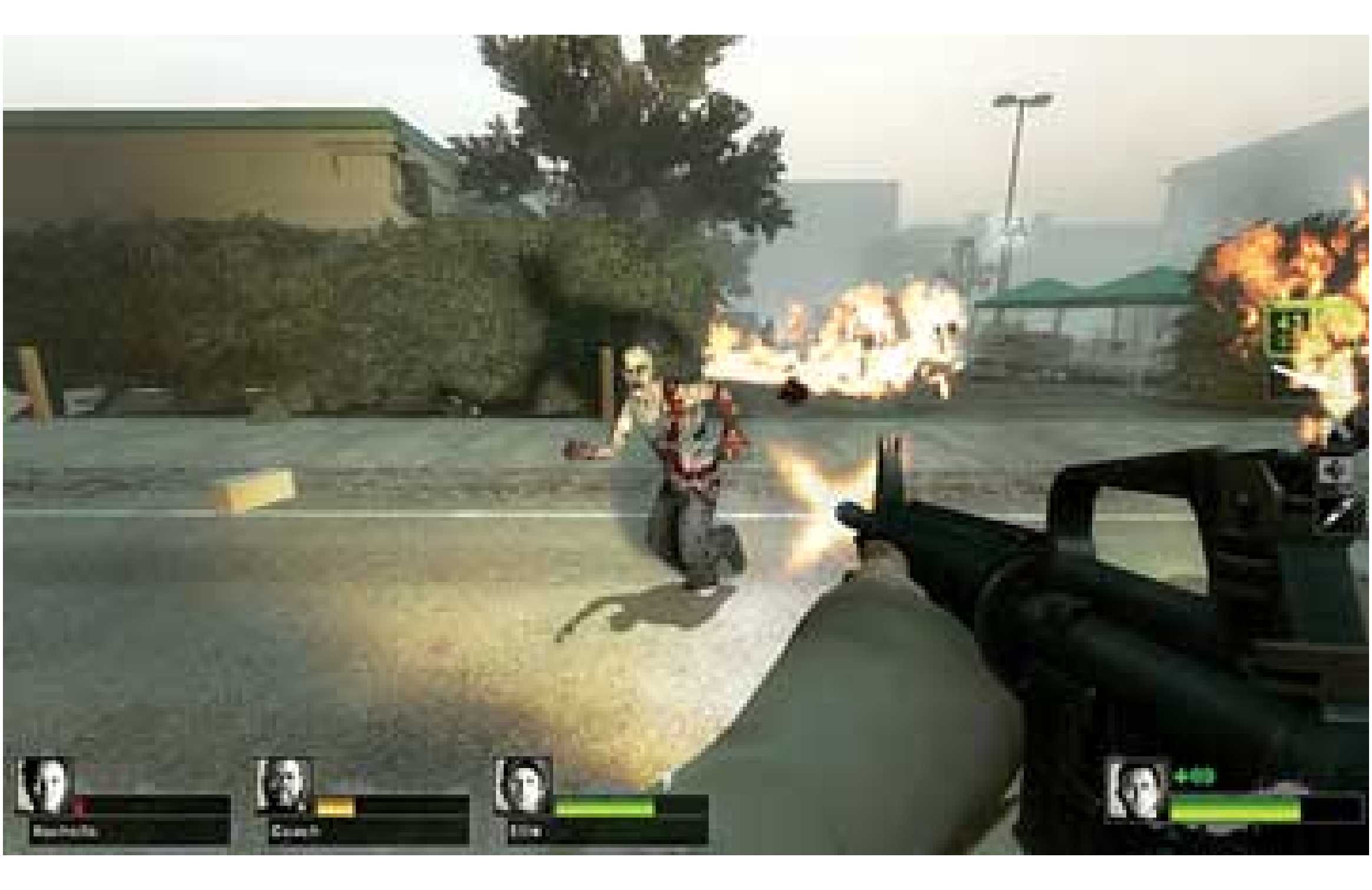


6F

Yeehaw! Whitaker lives up to his part of the bargain. He launches a rocket at the parked gasoline tanker that's blocking the route into the parking lot of Liberty Mall.

While the teammate who delivered the cola runs along the hedgerow to rejoin the team, the rest of you should heal up, and watch the detonation. Don't get too complacent, though; expect more rushing Infected at any time!

Prowling the Parking Lot



6G

Step over the smoking rubble that was once the mall wall near the tanker remains. Move to the gap in the hedge, which is your entrance to the Liberty Mall parking lot.

There is likely to be a gaggle of Infected near some tents. Tag them as a team, or for a mass defeat, lob in a Molotov (or other Belt Item) so you whittle down foes quickly and effectively. Then step through, past the sign, and move toward the CEDA tents.

Final Stand at the CEDA Evac

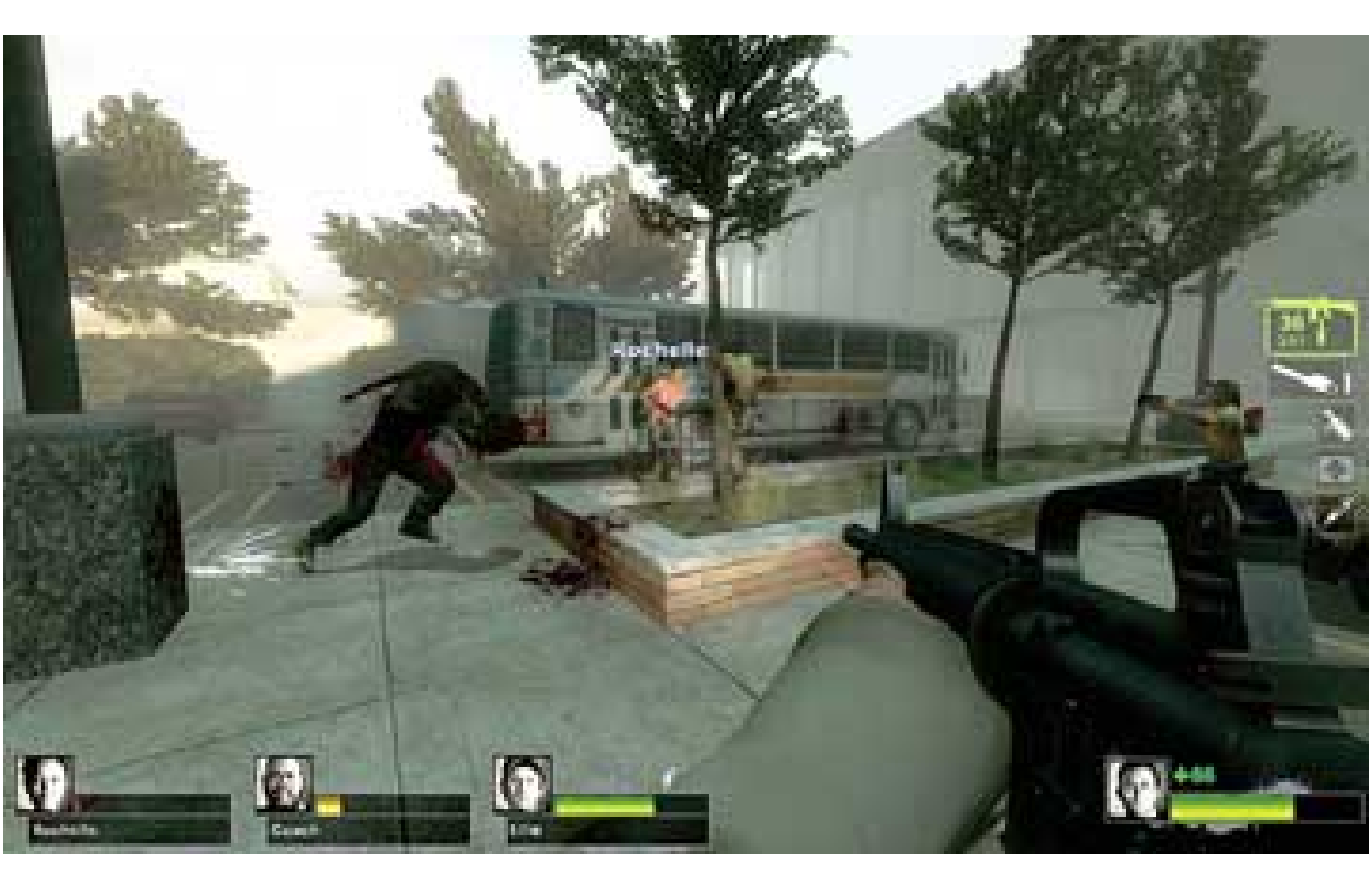
The remainder of your trek to Liberty Mall is fraught with danger, as Special Infected try a last-ditch effort to waylay you, and you usually have a host of Common Infected to fend off, too.

Certain situations call for different measures. For example, it is usually a sound plan for a couple of your team to clear out a CEDA tent before blasting or swiping away at the entrance, creating excellent cross-fire opportunities.

However, further along the parking lot, stay away from the parked cars because brushing up against one (and definitely shooting or standing on it) starts the car's alarm and triggers a Horde attack.

Of course, if the alarm is raised, you can stand on the cars so the Infected take extra moments to reach you.

Expect Special Infected, such as the Charger, to attempt to cripple one or more of your team.



6H

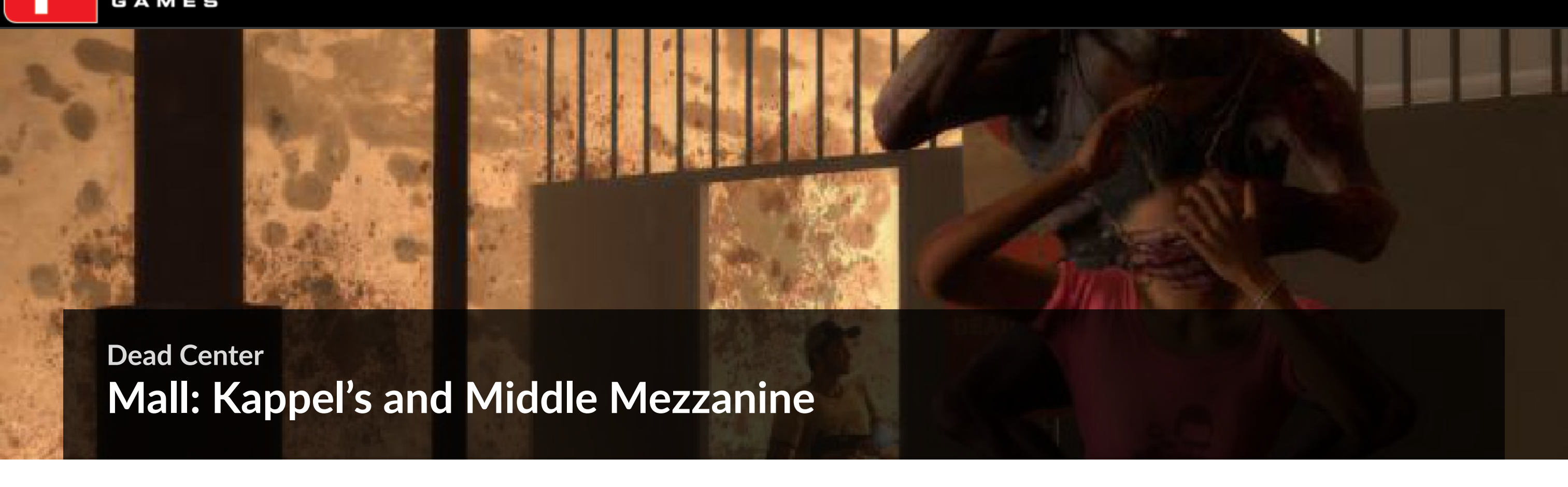
Checking all directions as you gradually push forward is a sound plan, or simply race toward the mall, bolting into the Safe Room and blasting from the entrance until all your team are through the door and inside.

The Safe Room is easy to spot. It's the entrance between the two piles of corpses. Welcome to Liberty Mall!

Effective Infected

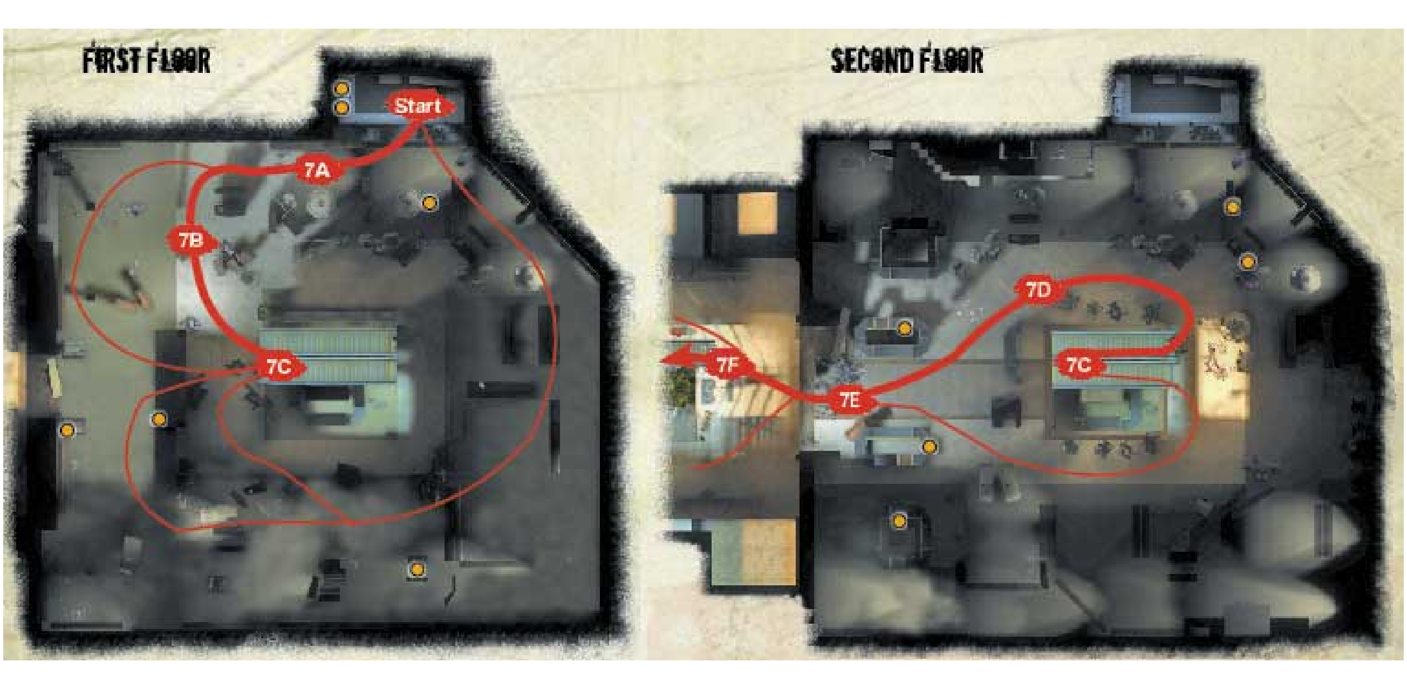
It cannot be overstated: Even a slight delay during the Survivors' attempt to bring the cola back from the store increases the number of Common Infected that appear. If your foes split up, a Hunter, Smoker,Jockey (picture 1), or Charger rampaging through the Save 4 Less store helps you keep the cola where you want it—well away from Whitaker! Concentrate on the cola, hiding inside the store. But also attack with the Horde, waddling in certain Special Infected (picture 2) to cause a diversion.

When the Survivors are near the mall, press the attack as often as possible, using the side and rear of the CEDA tents or vehicles as hiding places (if you're attacking from the sides or rear as a Smoker, for example). Charge in from behind (picture 3) and try steering or pushing your foes into a parked car so the alarm rings and additional Infected arrive.



Dead Center

Mall: Kappel's and Middle Mezzanine



Chop 'Til You Drop: Mall Overview

Liberty Mall was a fine place to shop, but it is now a horrific place to die, which may occur if you don't plan in advance and know exactly what threats you face, and what tasks to complete.

The layout of the mall is initially confusing, but once you realize you're heading through two floors of Kappel's Fashions (Area 7), then descending into Floor 1 before heading back up to the second floor for an escape through a maintenance corridor (Area 8), you begin to understand that moving vertically is as important as horizontally.

The final section (Area 9) begins in either a toy store or a service tunnel (depending on the A.I. Director) and pits you against the Horde as you attempt to shut off an alarm, after which a final frantic rush between floors to a half-finished Safe Room concludes your chopping spree.

+ More than other stages, a methodical approach in the mall helps you survive and thrive; keep moving, but not too quickly.

+ Scattered items are more numerous than you think and the balconies offer excellent Belt Item combat opportunities.

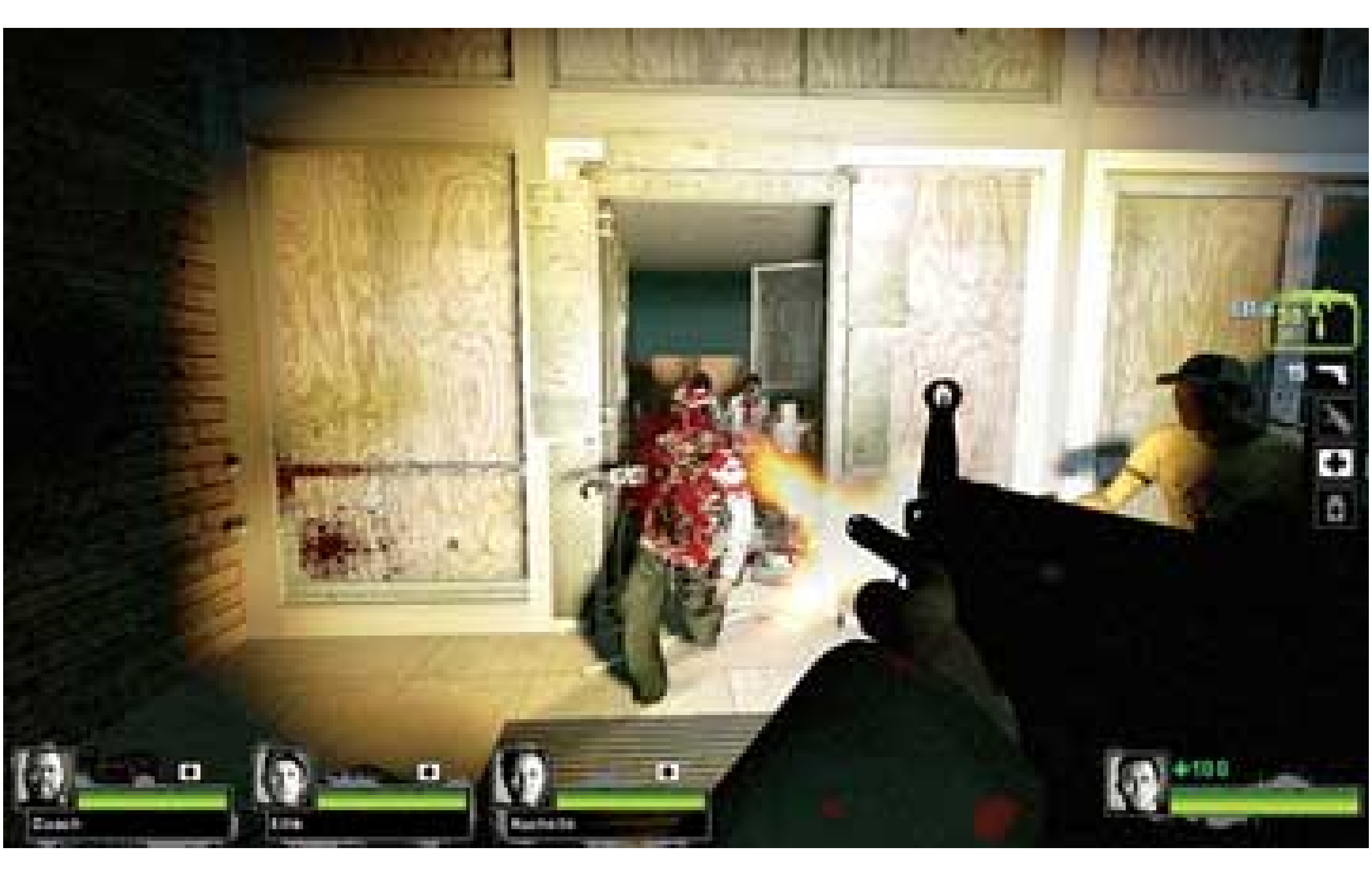
+ Look for visual cues, such as toppled planters, mall posters, and signs so you know where you are.

- The layout of this mall is confusing: There are many dark corners, and shuttered gates you can't access.

- If you move too far ahead or behind your team, expect a savaging. "Stay together and live" is a mantra to repeat.

- Special Infected love to leap or lasso you from above, and falling two floors means certain death.

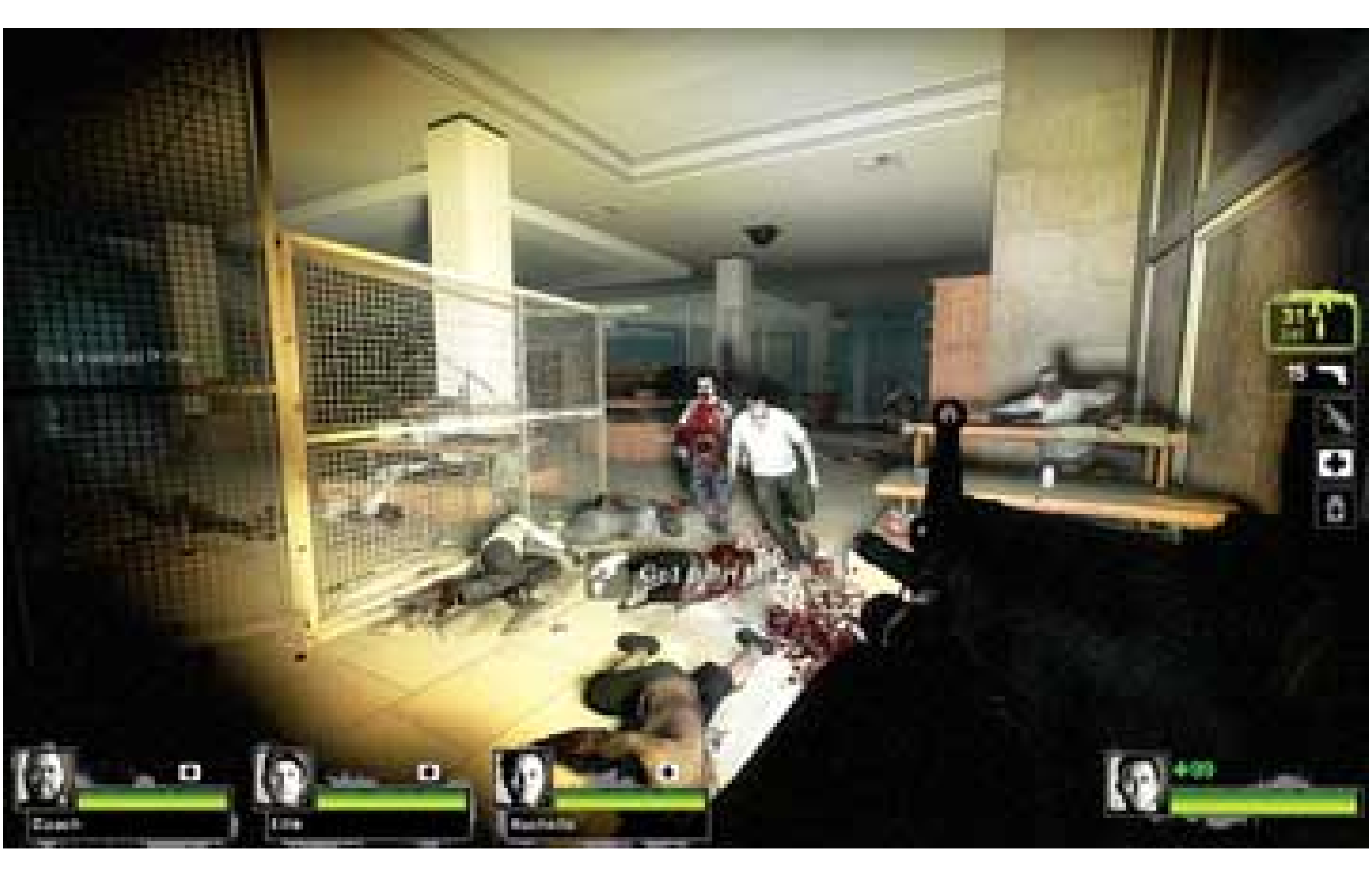
Kappel's Fashions



Start

Your Safe Room is a connecting room to the menswear department of Kappel's Fashions, but there's no time to browse. You'll usually have Infected battering the exit door.

Clean them away from the bars before opening, and (depending on the number of foes) you can watch them tumble into the Safe Room and then slay them from different angles, or tag them with quick bursts to the head as you step out of the Safe Room and turn right.



7A

Move along to the right, with one of your team checking the darkness behind you while others concentrate on foes ahead and to the left of you.

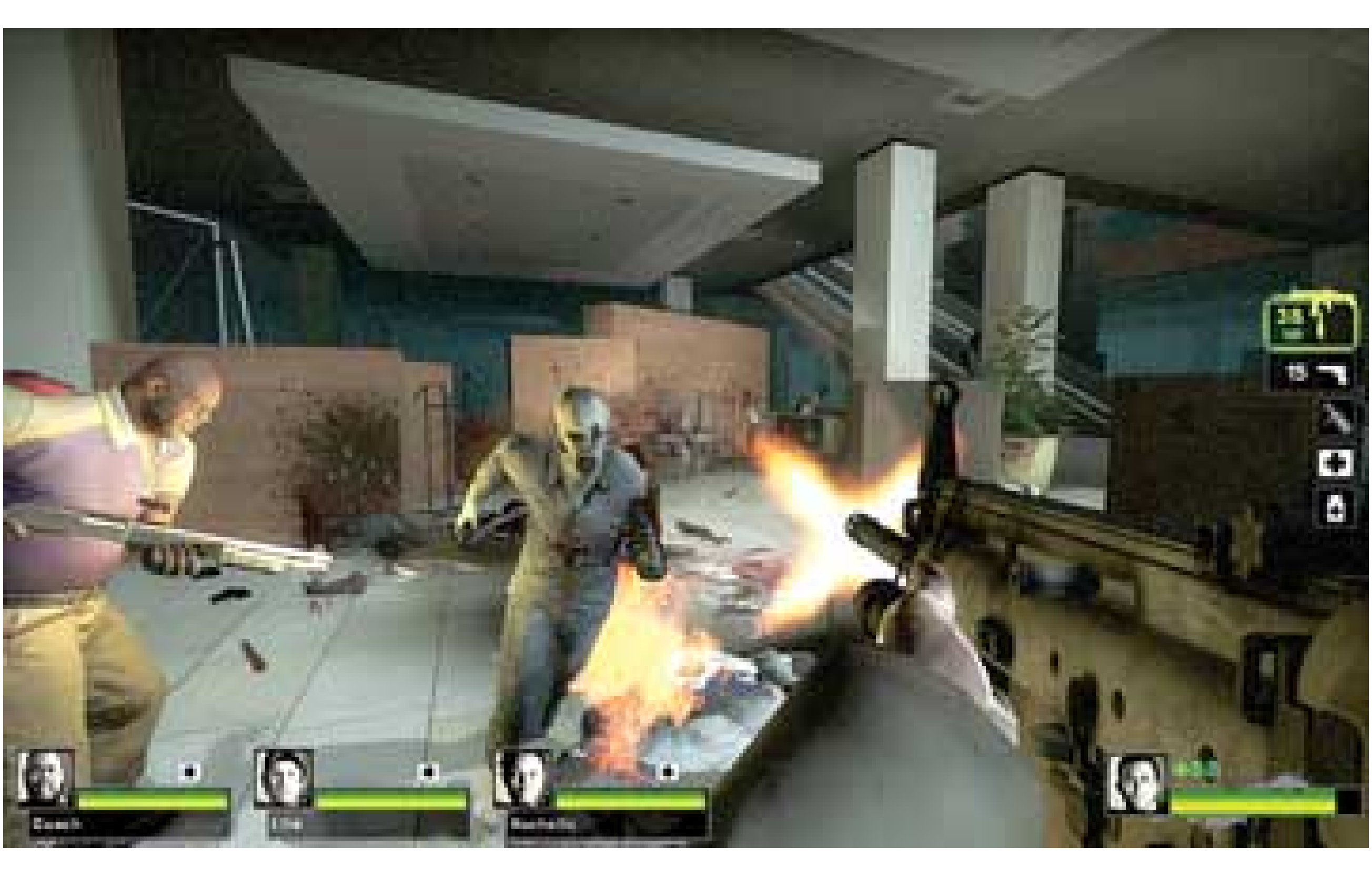
Tip

The action really heats up inside the confines of this mall. Be extremely careful you don't startle Witches, and take a methodical but active plan in pushing forward, moving up and down between floors. This is definitely the toughest stage of Dead Center.

Caution

Not all of the mesh fences are safe because some don't go all the way up to the ceiling, which allows Infected to climb over them. So shoot anything that moves, even if it's on the other side of the mesh fences.

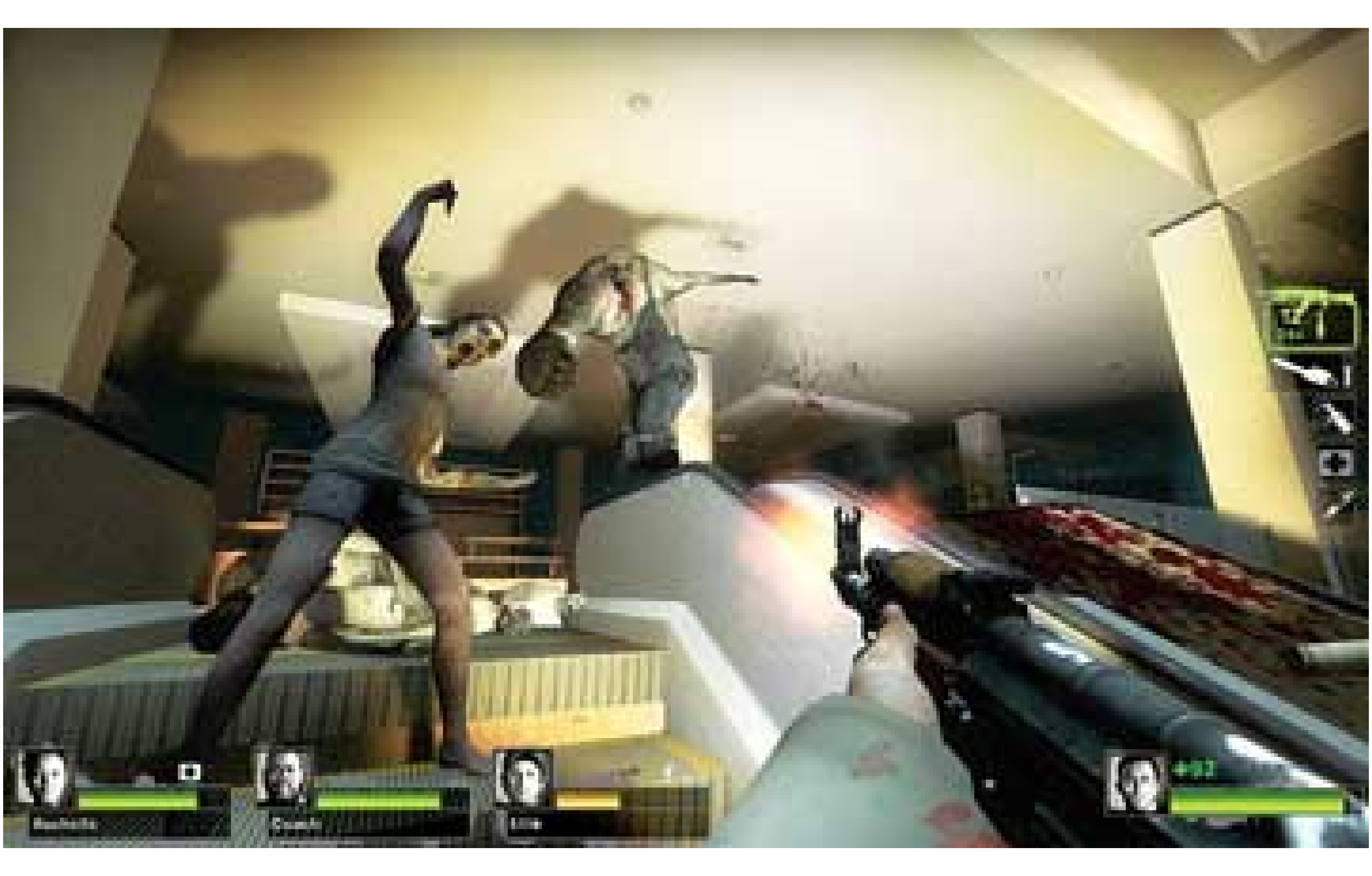
The Action Escalates



7B

Move around this department store floor, staying reasonably close together, as the darkness and scattered shelving, pillars, and walls provide a wealth of enemy ambush points.

It is important to push through this scenery toward the large, low display table in front of the escalator. Ignore the dark cubbyholes and corners unless you're desperate to check for items, and instead remain at the base of the escalators in the event of a mass attack because there's more room to maneuver.



7C

Climb the escalator to the second floor of Kappel's Fashions, but be aware that you're particularly prone to enemy (and specifically, Special Infected) attacks due to the narrow steps you're ascending.

Avoid becoming hemmed in by heading up both sides of the escalator and the middle sloping section, too, so you can avoid as many attacks as possible.

Head up the escalator as a group, as you should expect considerable resistance on the next floor, where it'll take more than one or two Survivors to defeat the frenzied undead.

Caution

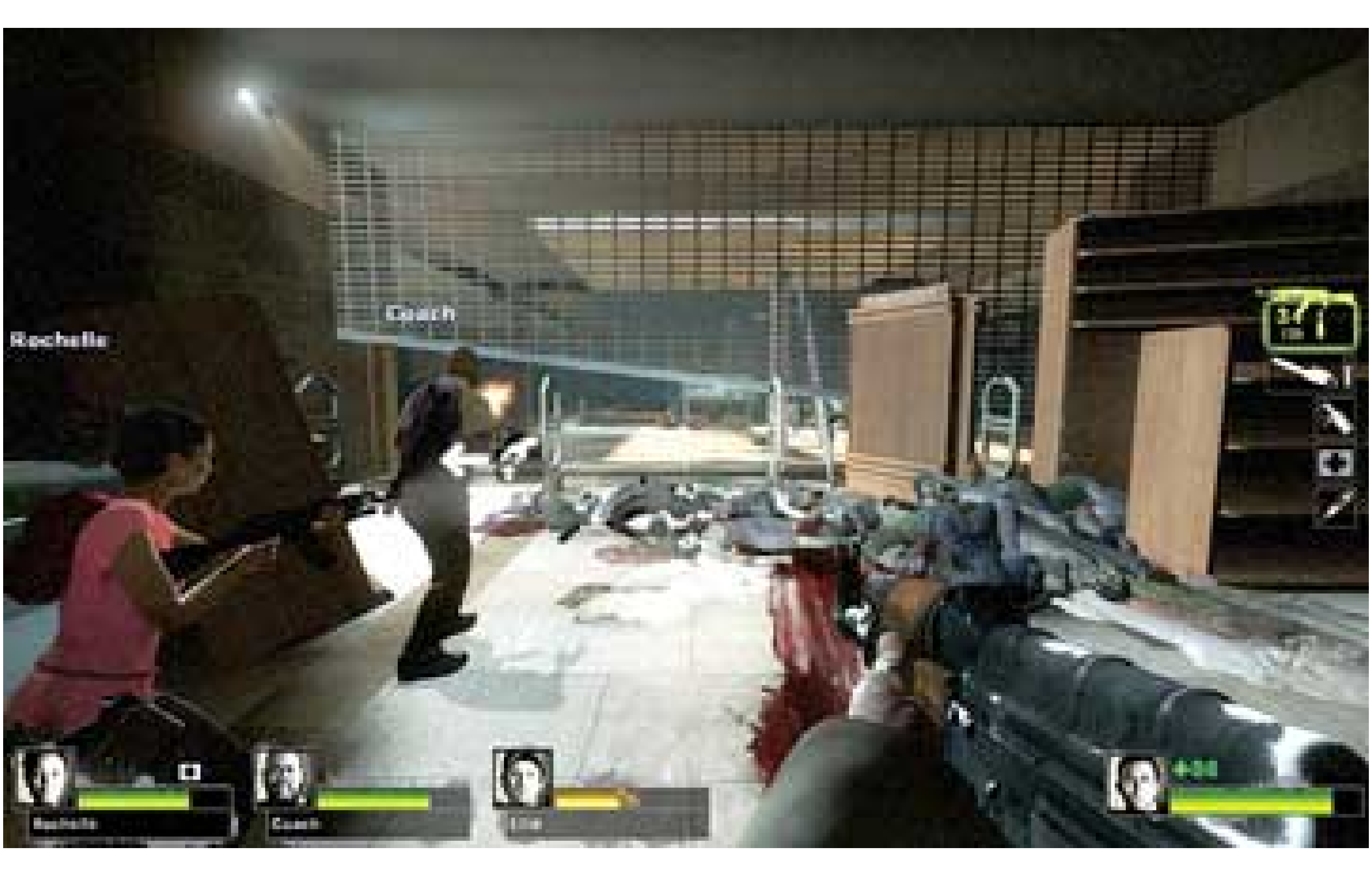
Look out, but also look up! Special Infected can easily drop, leap, pounce, or wrap their tongue around you from an upper floor, and this is both distracting and dangerous for you and your team. Elect a team member whose job is to also peer upward for foes.

Checking Out of Kappel's

7D

The relentless mayhem continues on the second floor of Kappel's, so stake out a specific portion of the department store, clear it of the shambling Infected, and then move on to a subsequent section of the store.

There are dark areas on each side of the escalator where you may find more waiting foes who attack you from behind if you don't deal with them now.



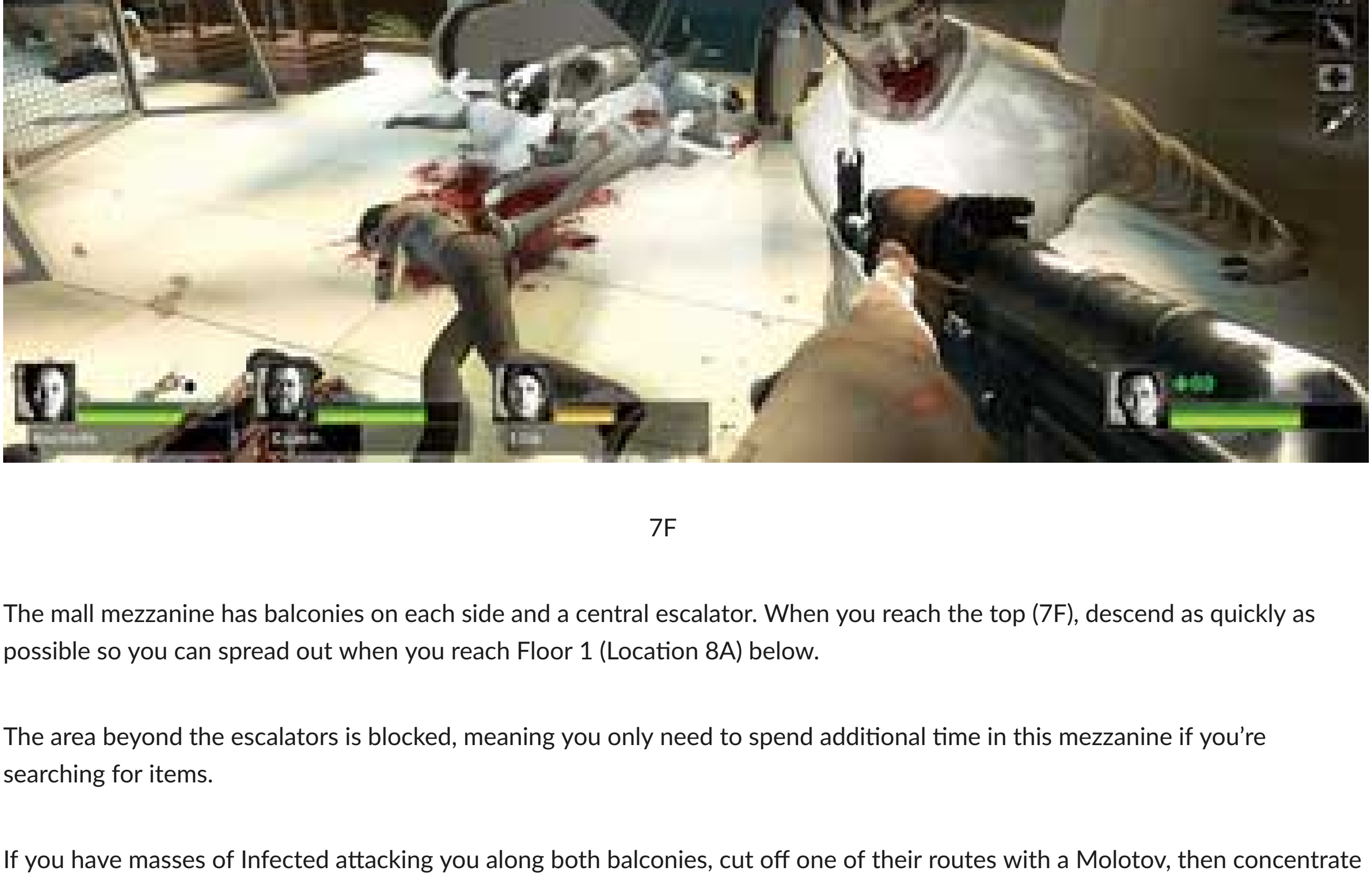
7E

Your plan is to slowly walk to the half-open security gate where a mass of bodies is lying, some of which you may have just killed.

With one team member checking behind you (as Infected are still likely to ascend the escalator you just used), move to this gate and clear the mall floor beyond.

This gate offers reasonably good protection as Infected have limited maneuverability through the gaps.

Free-for-All in the Mall



7F

The mall mezzanine has balconies on each side and a central escalator. When you reach the top (7F), descend as quickly as possible so you can spread out when you reach Floor 1 (Location 8A) below.

The area beyond the escalators is blocked, meaning you only need to spend additional time in this mezzanine if you're searching for items.

If you have masses of Infected attacking you along both balconies, cut off one of their routes with a Molotov, then concentrate on the other area where foes are swarming. As soon as it's safe, move down either escalator to Floor 1.

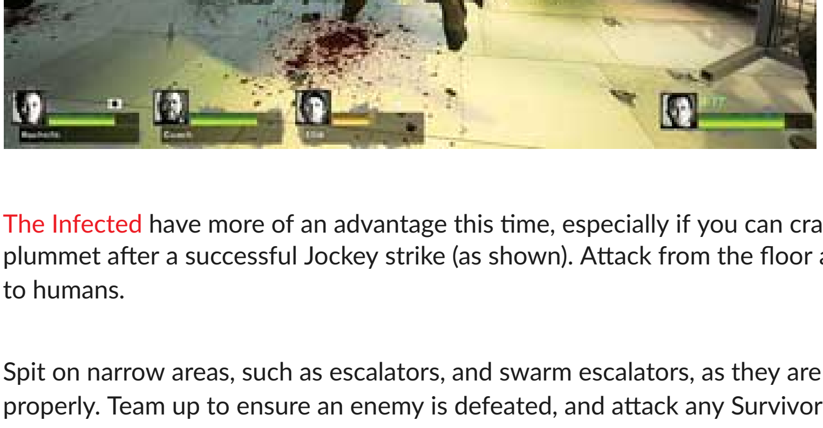
Note

You can look at the mall map at this point, although a better plan for formulating a route is to check the full-color schematics appropriated for this guide!

Tip

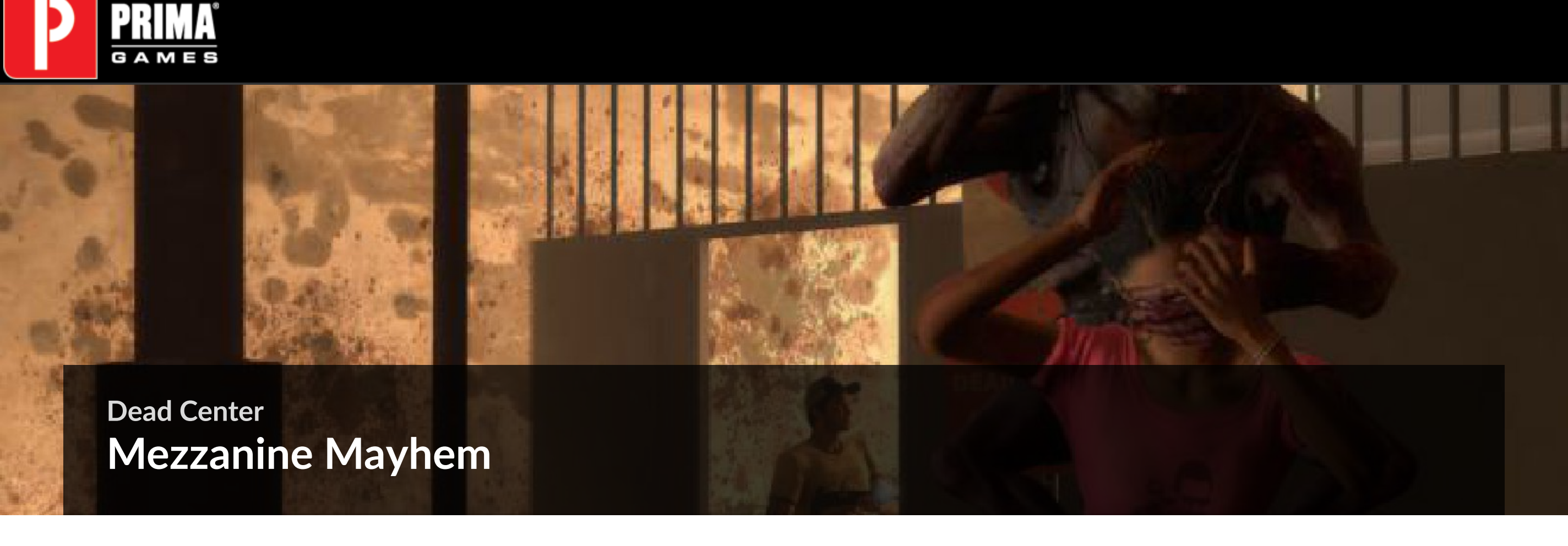
The sooner you realize you have no way of securing an area (as additional Infected always eventually appear behind you in areas you've previously cleared), the more chance you have of surviving. Continuously move forward; stationary combat soon spells doom!

Effective Infected



The Infected have more of an advantage this time, especially if you can crash through a glass balcony and cause a death plummet after a successful Jockey strike (as shown). Attack from the floor above, including balconies that are inaccessible to humans.

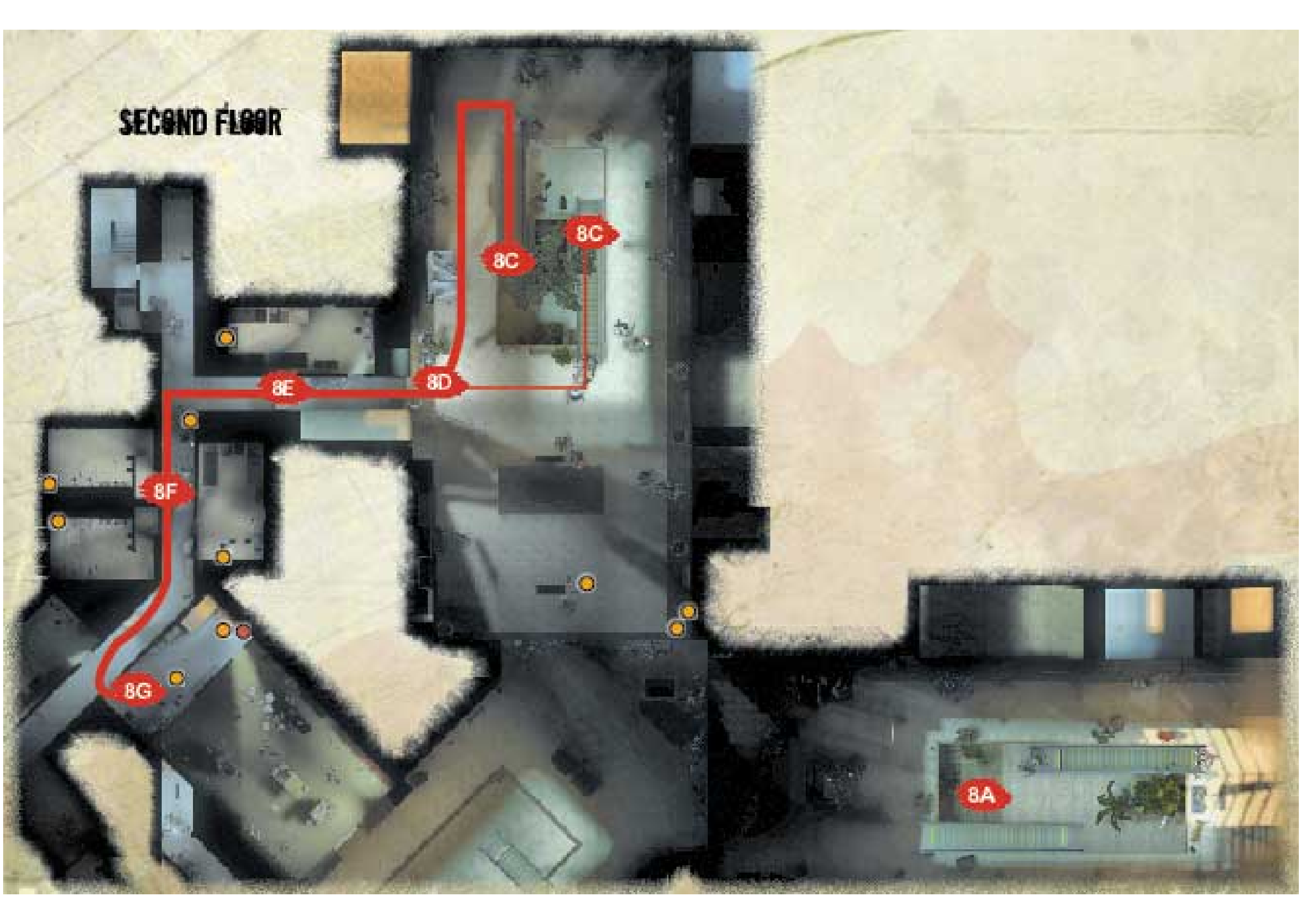
Spit on narrow areas, such as escalators, and swarm escalators, as they are the most difficult area for Survivors to secure properly. Team up to ensure an enemy is defeated, and attack any Survivor who is confused, away from the pack, or wounded. Pray on the weak!

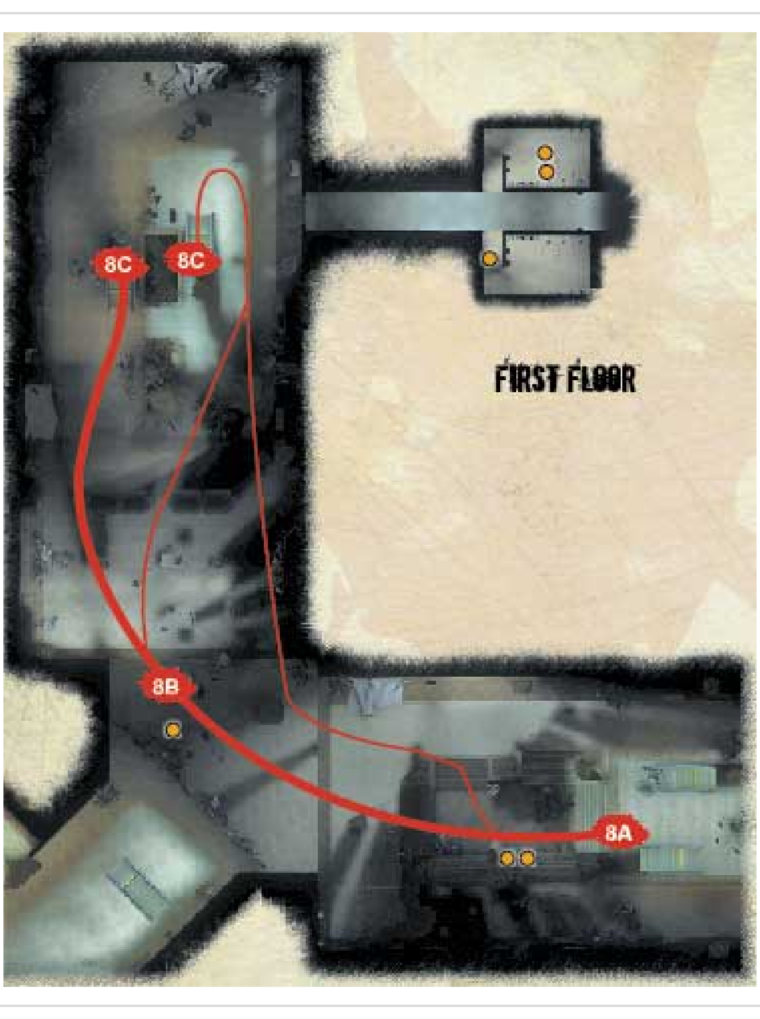


Dead Center

Mezzanine Mayhem

Pulverized by the Planters





It can be a bit of a mess at the bottom of the stairs, as you can still expect Special Infected attacking from above (or down the escalators). So move into the dark, sunken area with the scattered chairs that usually holds an item or two.

8A

Push onward past the planters, crossing a wide section of tile floor with a security gate on your left. Infected tend to charge in around a kiosk, so it's a good idea to spread out across the width of the floor and catch foes in a cross fire.

8B

Frenzy at the Food Court

The horrific carnage continues as you head into the food court, popping zombie heads near Rooke's Steakhouse and the always-delicious Taco Bucket.

Don't expect the savagery to let up as you methodically turn and check behind each of the portable kiosks (one team member on each side works well for catching wayward foes), and head under the escalator and around to the end of this section of mall.

8C

Or ascend the left escalator without checking the far end. Watch for foes above you once you hit the escalator.

No Going Back

Race to the top of the stairs, and fight a mixture of Common and Special Infected, paying particular attention to foes that can strangle or ride you to a drop, and those that are difficult to kill.

8D

This is a possible location for a Belt Item; lobbing in a Pipe Bomb to preoccupy the gaggle of seething undead can allow your team a quick escape. And at this point, the route is the open door to the right near the empty white planter. Get through into the maintenance corridor, now!

Caution

This is a key place where Special Infected attempt to pick off stragglers, as (and this is vital to remember) once you step over the door ramp and into the maintenance corridor, you cannot backtrack! If one of your team is left prone, stranded, or gurgling at the hands of a Jockey, there's no saving them!

Note

There are other maintenance corridors in this area, where masses of Infected usually charge in from. These corridors can be searched. They yield minor items, but aren't usually worth inspecting.

No Room for Error

8E

Now that you're in a small maze of narrow maintenance corridors, you need to find a way up to the third floor, and despite the fact you can funnel Infected down these corridors to easily dispatch them, there are severe tactical shortcomings to deal with as well.

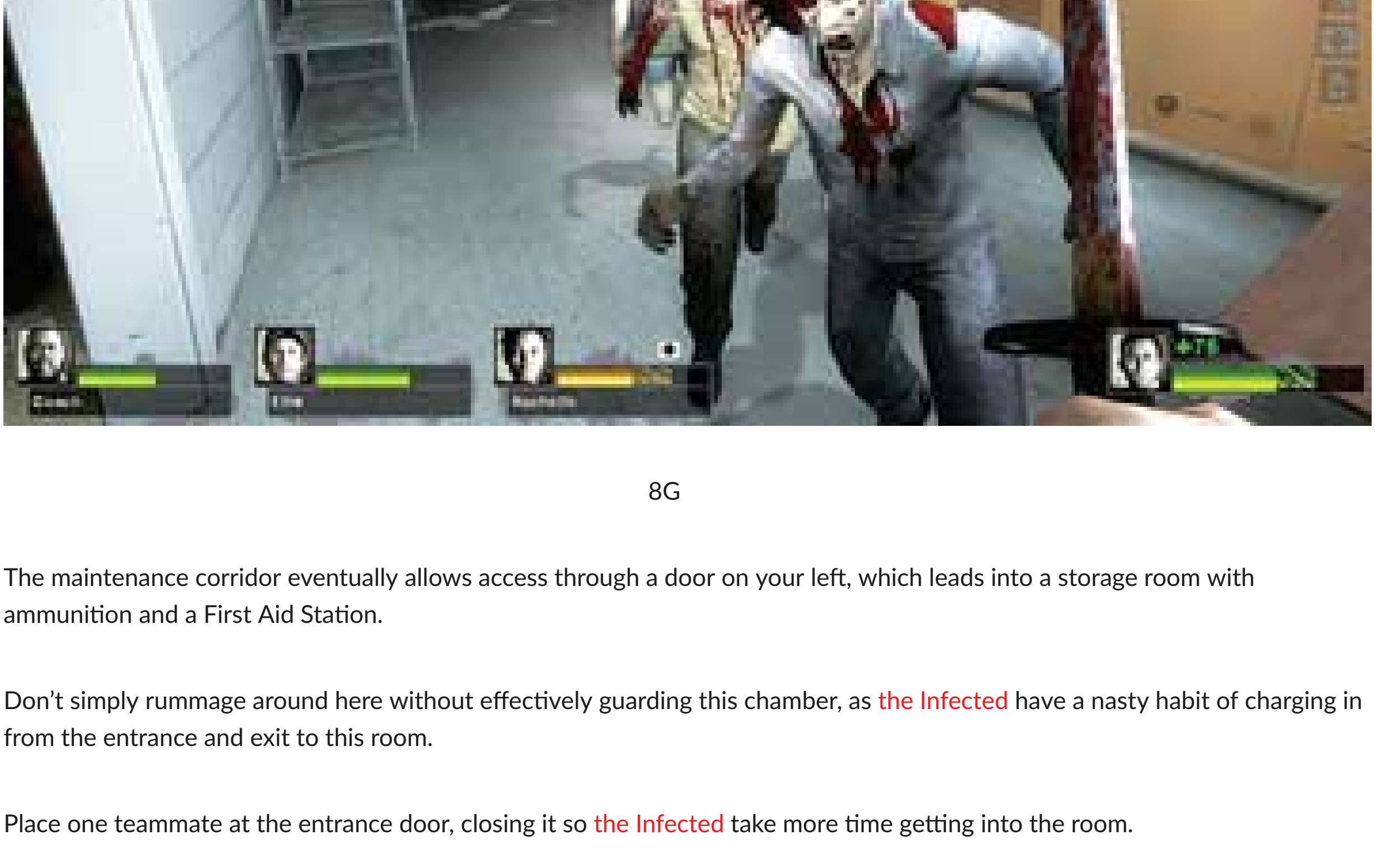
More powerful Infected, such as the Tank (the worse-case combat scenario in here), can pummel you easily, forcing your team to backpedal or throw a Molotov on the beast.

8F

Don't bunch up and check the first storage room on your right, with someone guarding the door armed with a Melee Weapon while any items are scavenged. Then watch for other intrusions, such as Chargers and Spitters, which can be a real pain.

Move to the T-junction at the end of the first corridor. There are a blocked stairwell and minor items on your right and restrooms plus another two storage rooms on your left.

Kidz Unfriendly



8G

The maintenance corridor eventually allows access through a door on your left, which leads into a storage room with ammunition and a First Aid Station.

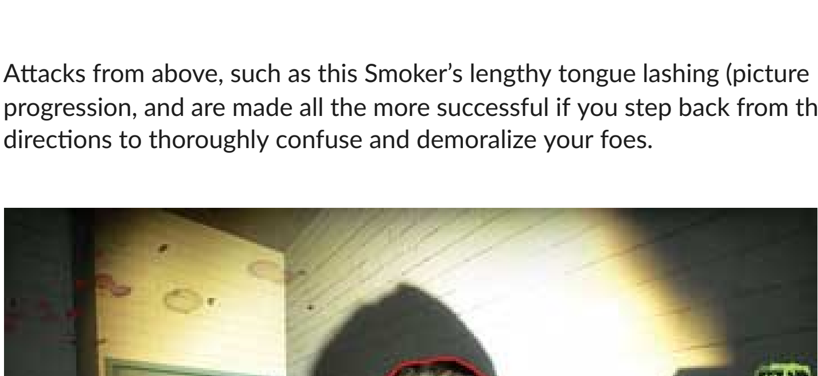
Don't simply rummage around here without effectively guarding this chamber, as the Infected have a nasty habit of charging in from the entrance and exit to this room.

Place one teammate at the entrance door, closing it so the Infected take more time getting into the room.

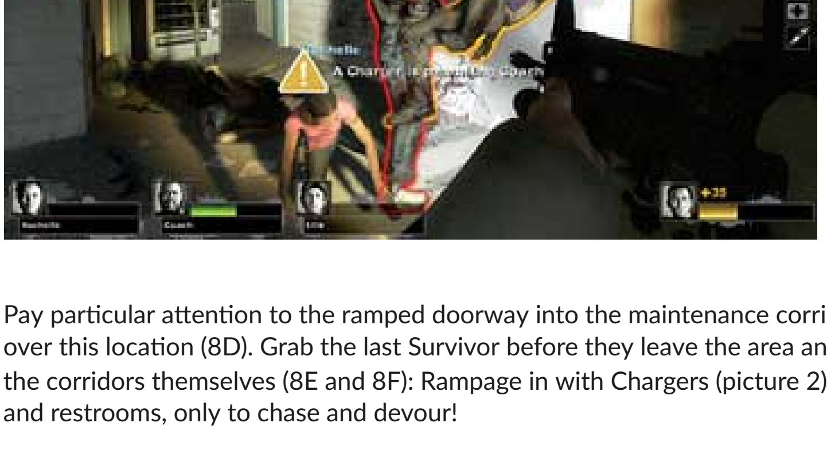
A second (and possibly third) teammate should close the exit door, so the slobbering foes inside the Just for Kidz store don't sandwich you.

Rearm and grab the items and Health you need, guarding the doors in turns, and then burst through into the toy store (Location 9A). Alternately, you can enter into a service tunnel on the bottom floor, depending on the A.I. Director.

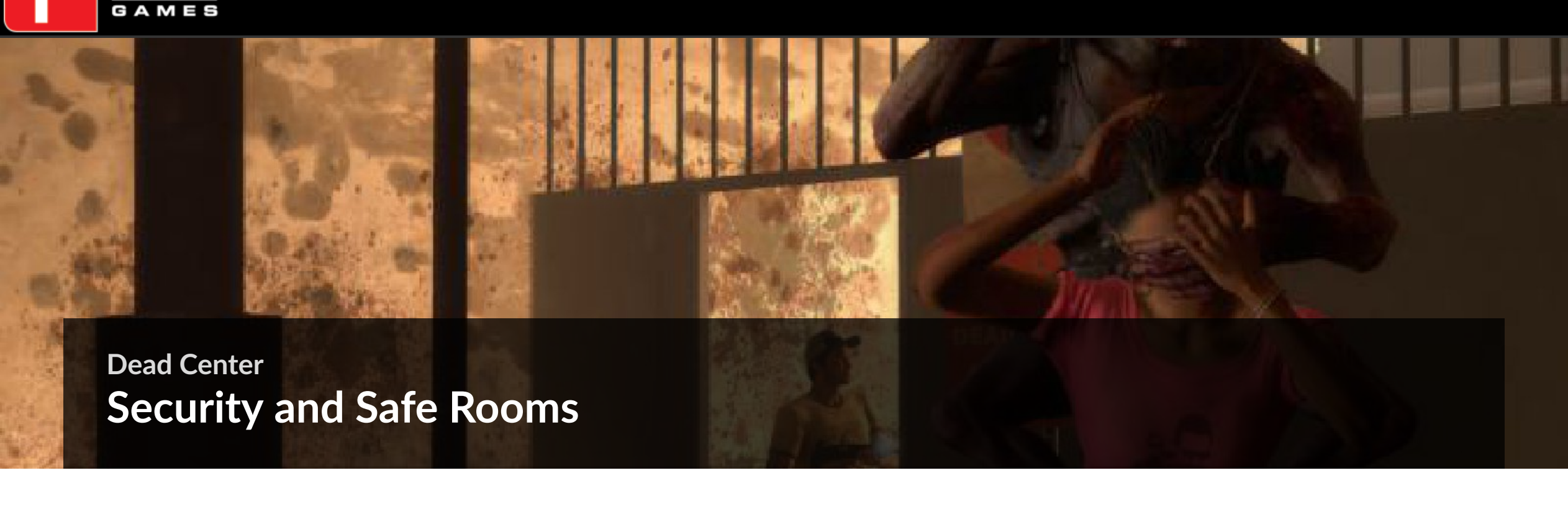
Effective Infected



Attacks from above, such as this Smoker's lengthy tongue lashing (picture 1), prove to be excellent at stopping Survivor progression, and are made all the more successful if you step back from the balcony. Attack from above, below, and all directions to thoroughly confuse and demoralize your foes.

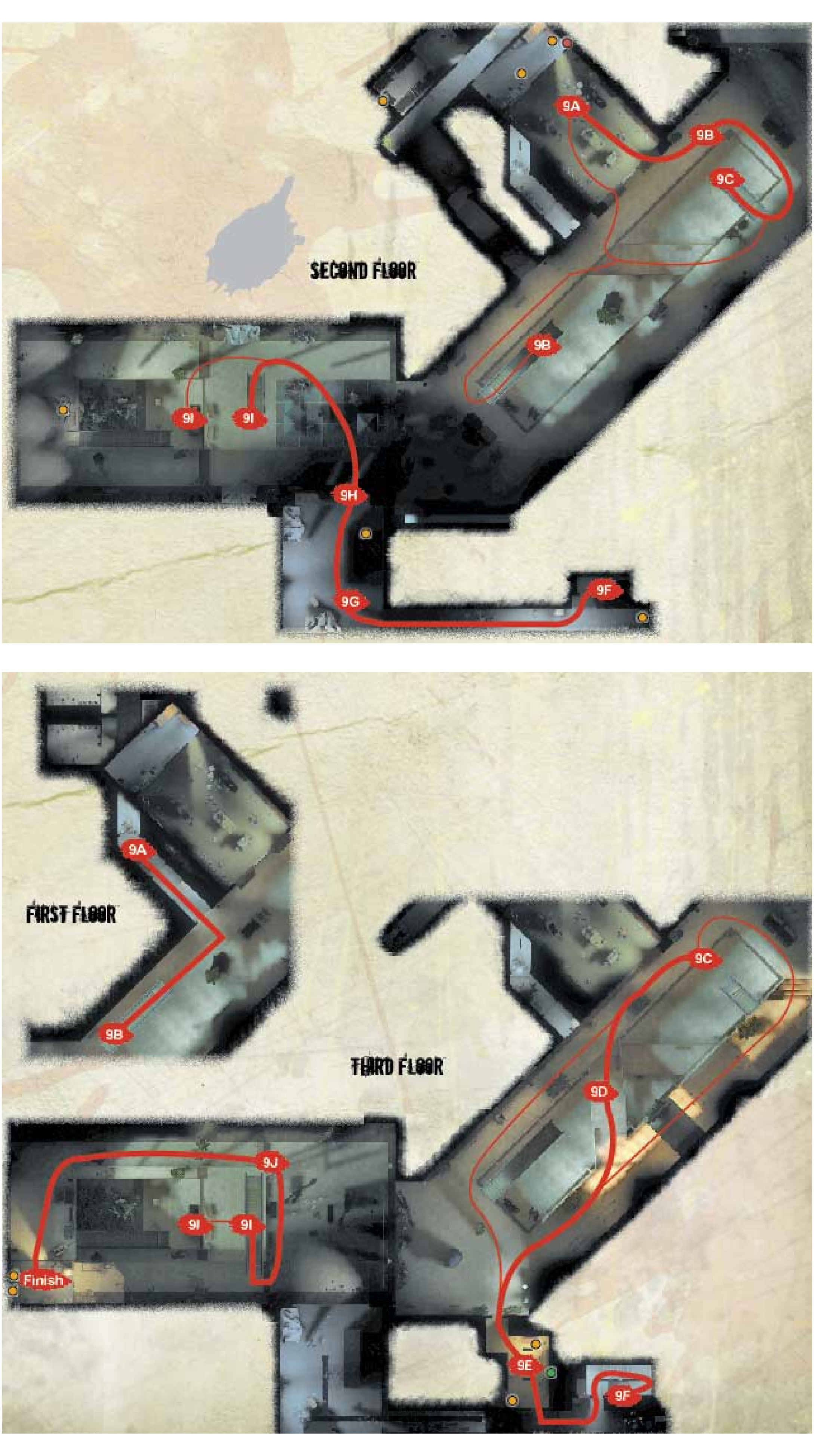


Pay particular attention to the ramped doorway into the maintenance corridor, as Survivors can't backtrack after moving over this location (8D). Grab the last Survivor before they leave the area and kill them. However, save your real wrath for the corridors themselves (8E and 8F): Rampage in with Chargers (picture 2), ambush around corners, hide in dead ends and restrooms, only to chase and devour!



Dead Center

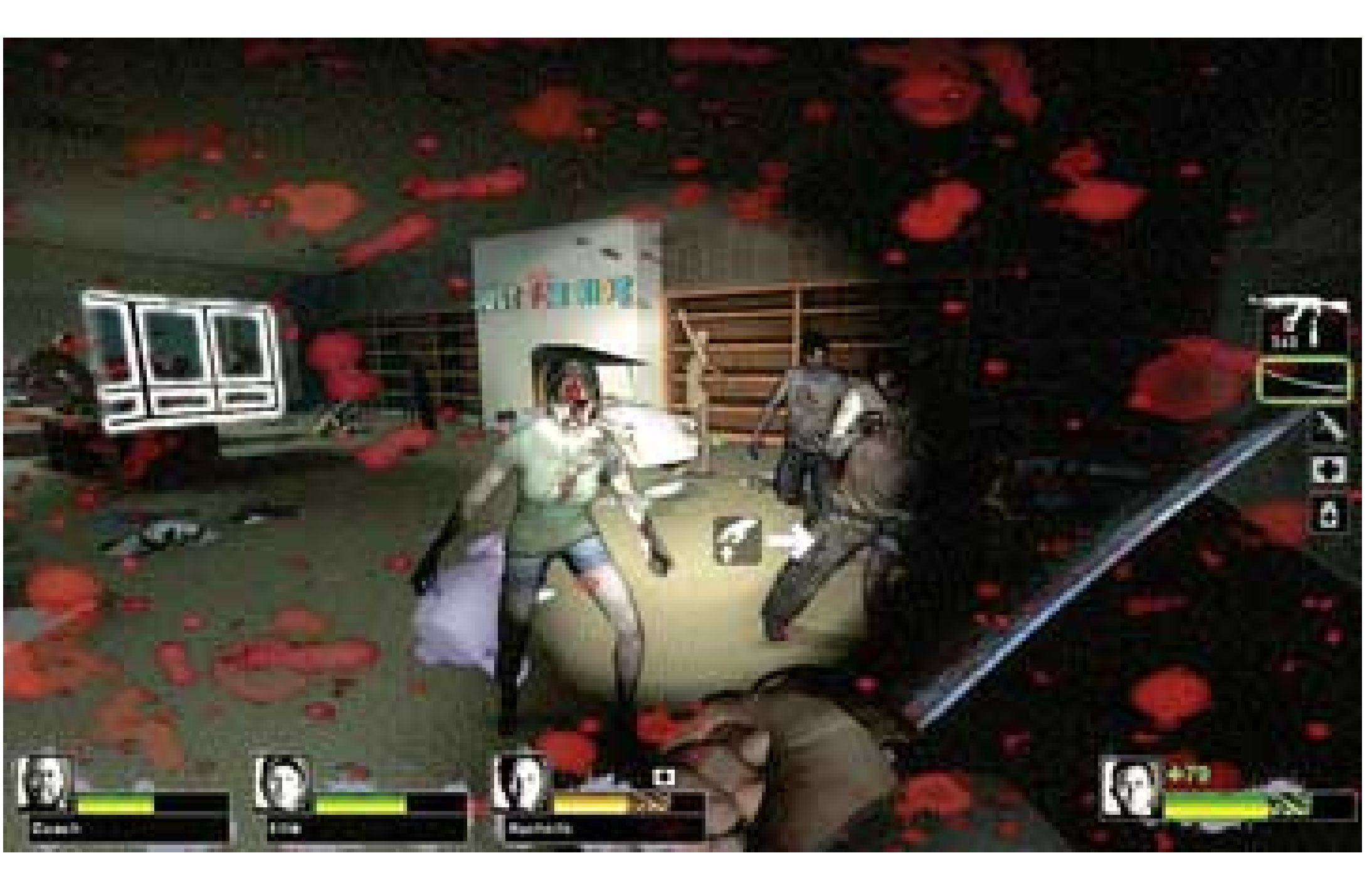
Security and Safe Rooms



A.I. Director's Cut

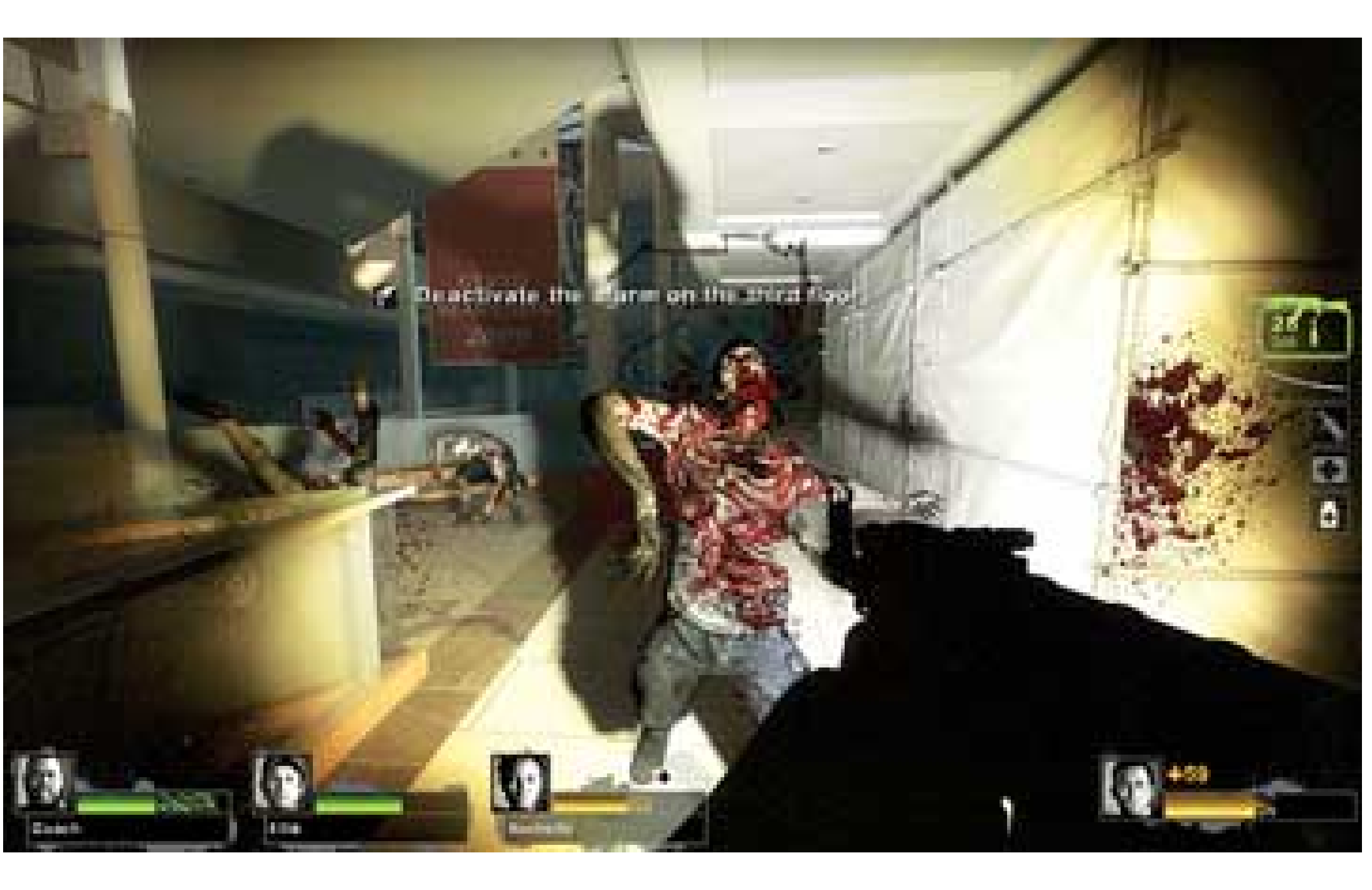
The Director has the ability to change the floor that you appear on as you progress past location 9A. Sometimes you appear inside a service tunnel on the first floor and sometimes you appear inside the Just for Kidz store on the second floor. This means the distance to the security room is one floor shorter if you step into the Just for Kidz store; plan your route to the security room accordingly. The following information has advice for ascending from either floor.

Window Pain or Tunnel Trouble



9A *Second Floor

Time to take a (albeit shallow) breather: You should have grabbed the Health and items, loaded up your weapons, and slaughtered any Infected inside either the Just for Kidz store, or the Service Tunnel (depending on which floor you appeared on). There are two methods of ascension:

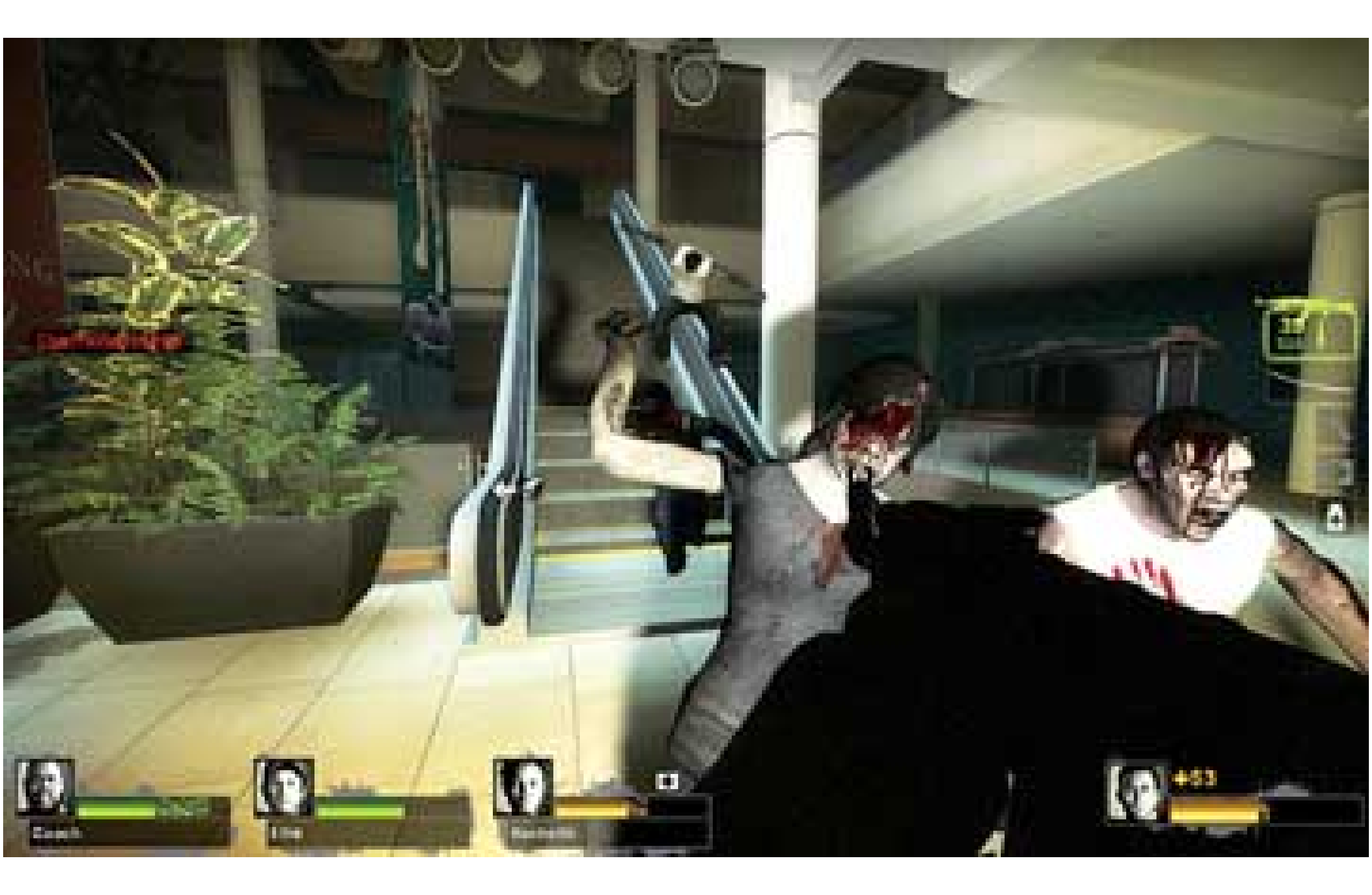


9B *Second Floor

Tunnels (First Floor) : Quickly exit the service tunnel, and before the Infected swarm (now the alarm is sounding), be sure your teammates are backing you up.

Turn right, moving quickly to the escalator (1F 9B) you can see. This leads up to the Second Floor; usually it is better to spin 180 degrees around and step left onto a long balcony.

Dash forwards to the diagonal bridge and cross it to the second escalator (9C). The alternate paths now merge.



9C

Just For Kidz (Second Floor): If you've been cunning, you'll have sliced and diced any Infected inside the store so you didn't damage the store's windows, as that is when the alarm sounds.

When there's no more foes to face, heal up, and move so your entire team is at the window, and only then smash it, giving you the most time before this section of Mall mezzanine is swarming with Infected.

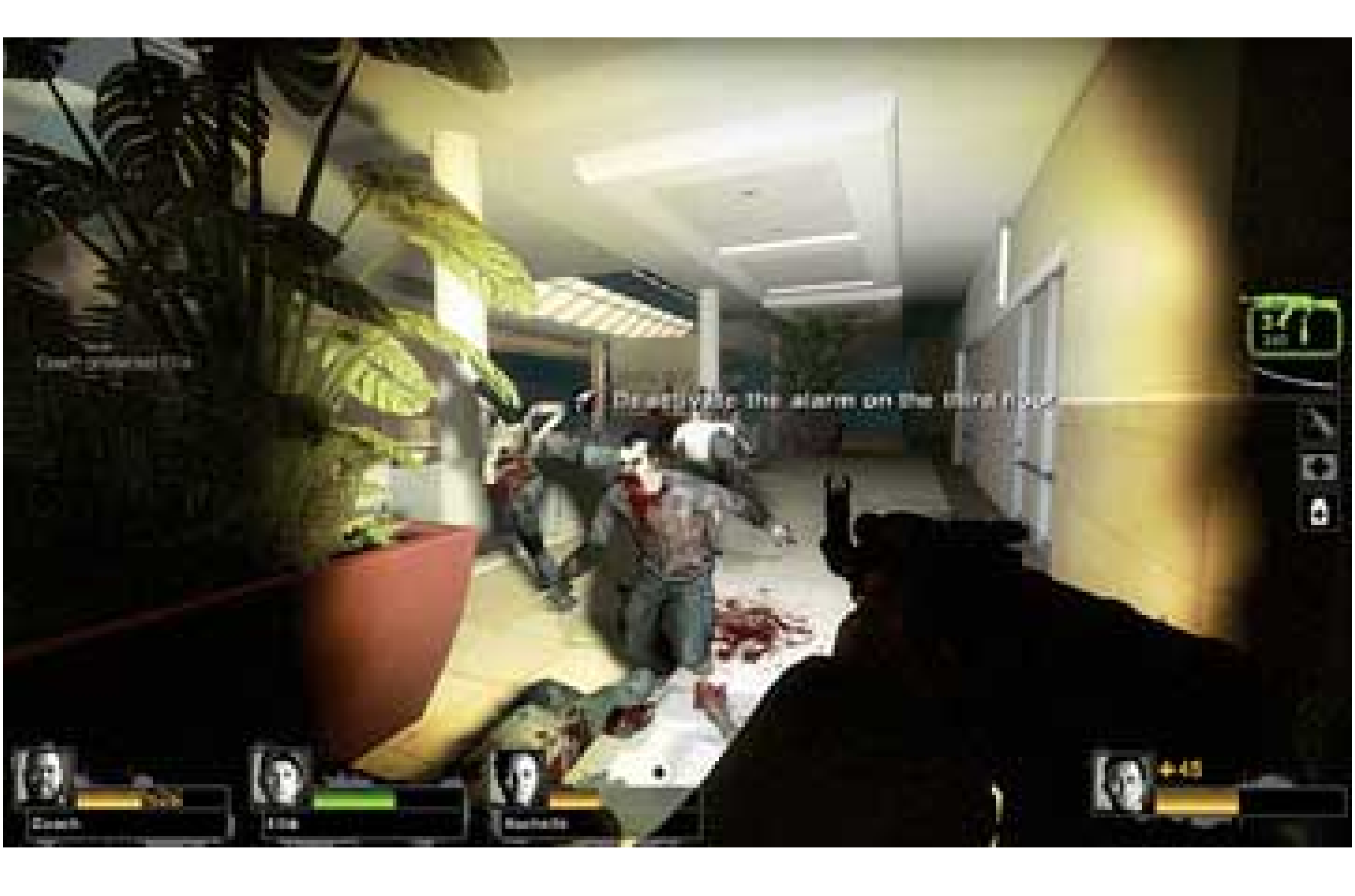
Although the icon showing you where the alarm is located is to your right, the escalator is on your left. Cut down any Infected (2F 9B) and move around the glass balcony to the escalator (9C) and ascend it without delay.

Tip

No matter which route you take, quickly figure out the following:

- One person whose primary job is to sprint to the security room to switch the alarm off. A Melee Weapon and Adrenaline is advisable.
- A second person to sprint along with the runner, and fend off attacks directed at the runner, taking the place of the runner if they fall. A close-assault or Melee Weapon and Adrenaline is advisable.
- Remaining teammates to back the two initial runners by providing cover support. Arm these Survivors with longer-ranged weapons and with Belt Items at the ready.

Don't Be Alarmed

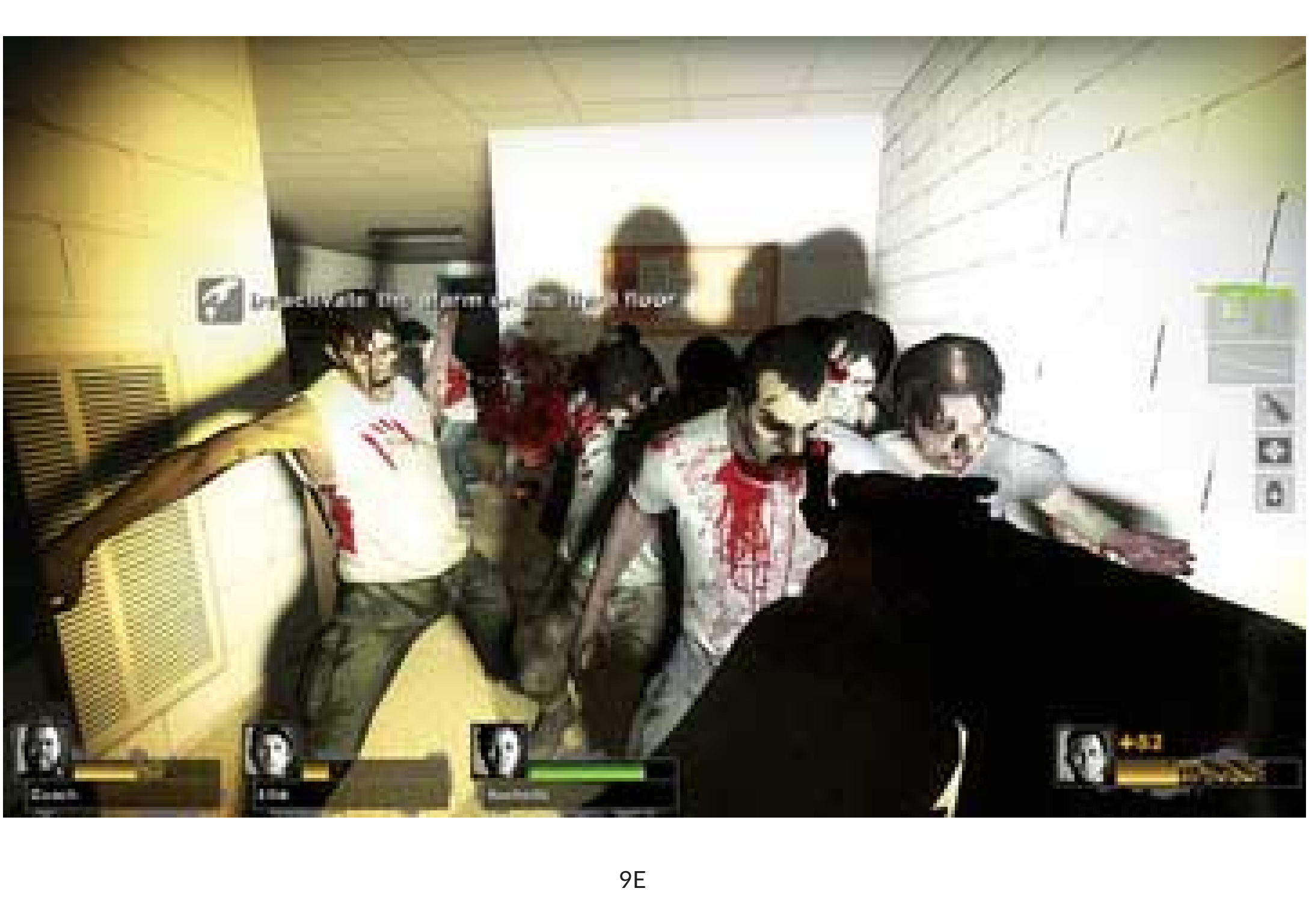


9D

By now, you should have shot yourself with Adrenaline, making the sprint all the more speedy. Once on the third floor at the top of the escalator, turn left.

Immediately run along the mezzanine and across towards the bridge; you're likely to be slicing or shooting through a mass of Infected. Where are your team?!

They should be providing supporting fire, while the second runner takes the other route around from 9C to 9E (as shown on the guide map) if the situation becomes problematic. Solve these problems by having a teammate throw a Pipe Bomb or Bile Bomb up onto the third floor to preoccupy the Horde.



9E

Sprint along the mezzanine past the Liberty Mall sign and planter, and look for the open door between the two planters.

The security room isn't likely to be empty (picture 4), but a rampage with a Katana or Cricket Bat, a Pipe Bomb, or self-sacrifice are all possible plans to try. Head to the alarm switch on the left wall and press it.

This stops the Horde, but you're still likely to receive further Infected from the exit door; prepare yourself for that, too!

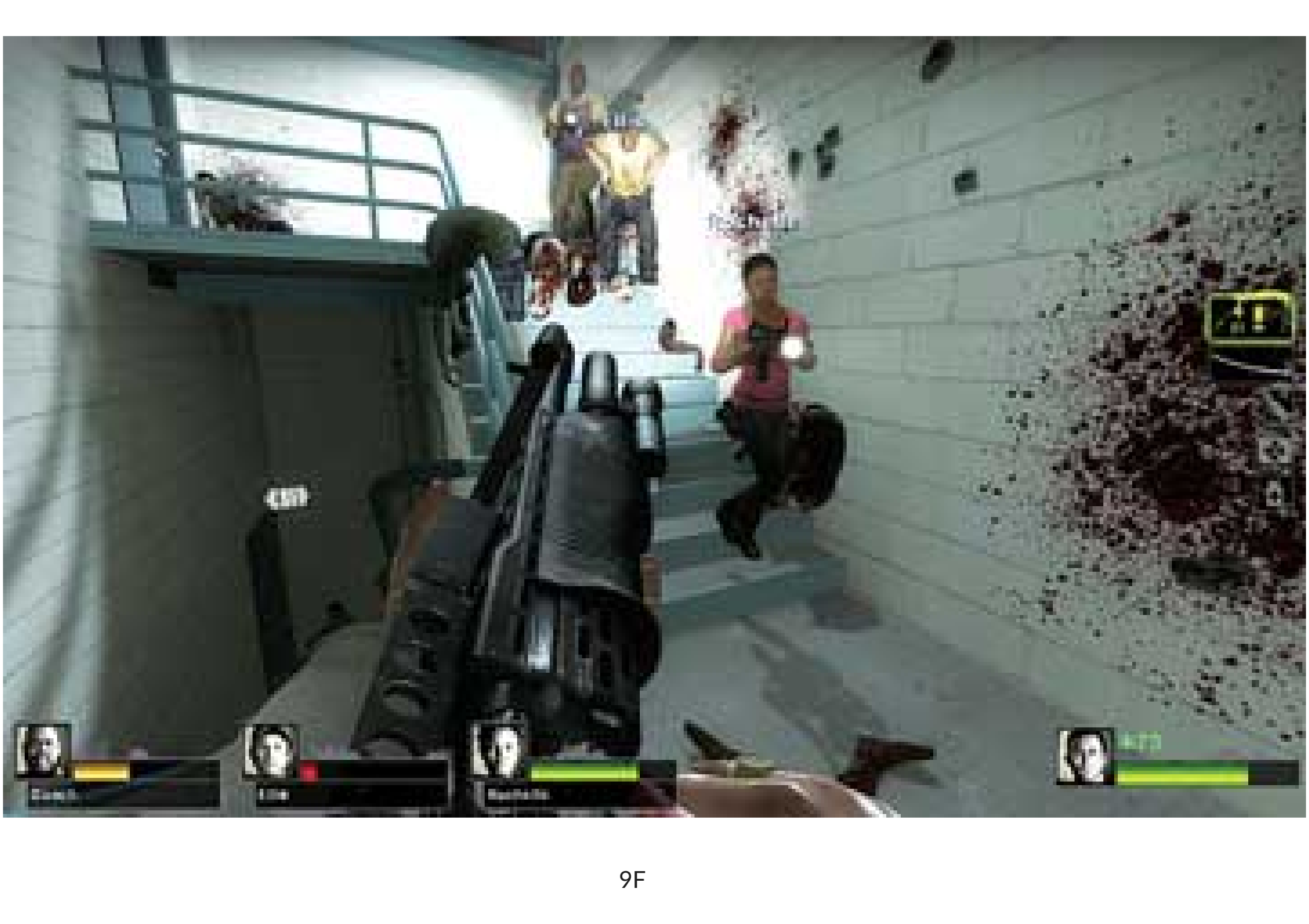
A.I. Director's Cut

Remember which floor you are on! If you step into a toy store, you're inside Just For Kidz on the second floor. If you move into a service corridor tunnel, you're on the first floor, and have an additional escalator to find during your ascent!

Caution

Self-sacrifice isn't wise, but it's preferable compared to racing all the way up to the third floor and being steps from the alarm switch and trying to fight a Horde of Infected while having low Health and eventually yielding to their claws. If there's a choice, reach for the switch first!

Stairway to Hell



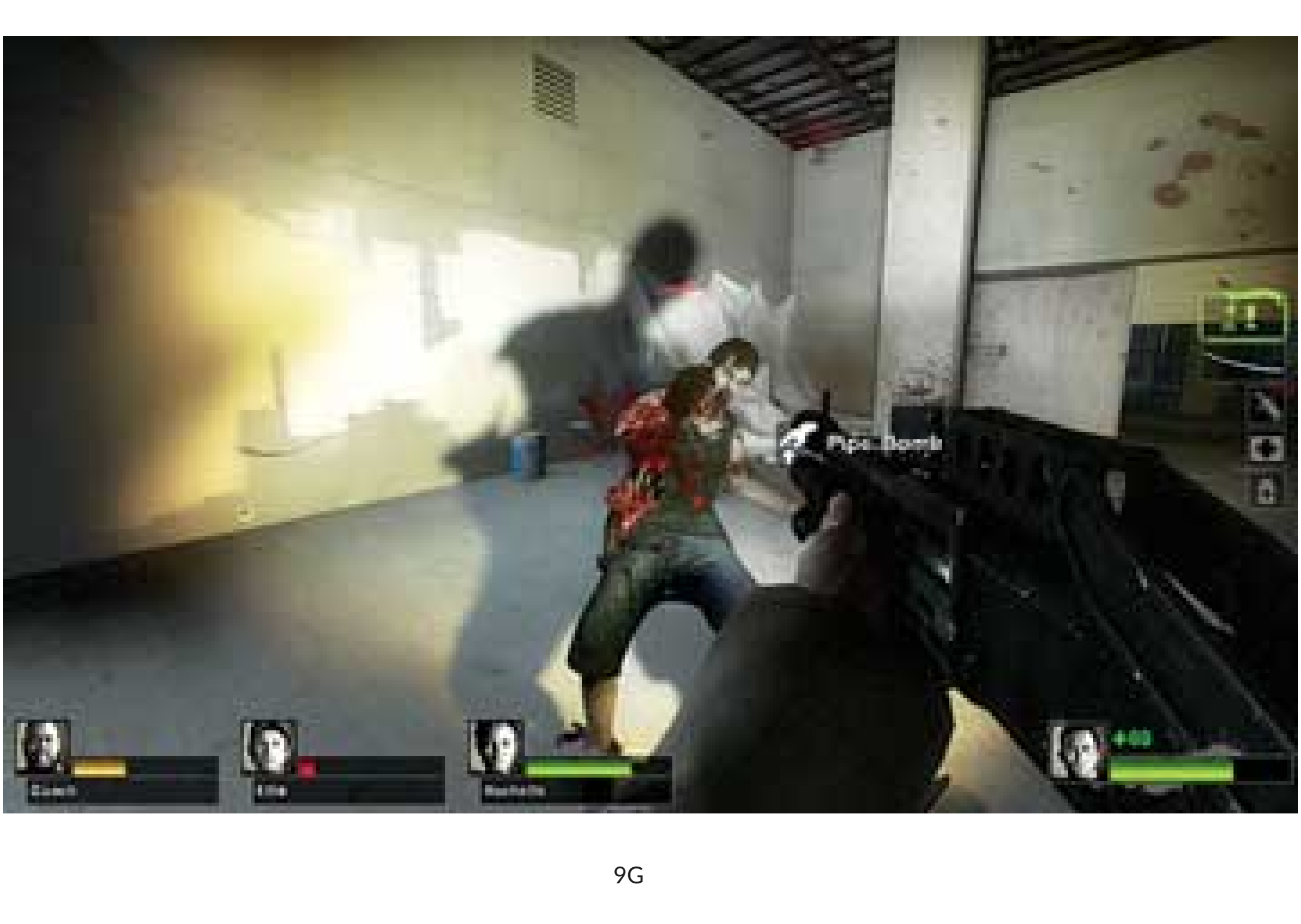
9F

Backup should have arrived, and if you're planning for every contingency, a second teammate should have backed you up all the way to the switch.

Close the door behind you, then check the room for items, grabbing what you need. Step out through the exit doorway, turning left and moving toward the stairway leading down. Just because you've switched off the alarm, don't expect any less of a threat; a Spitter can cause havoc at this juncture.

Close the exit door behind you so you aren't swarmed from behind. Cut down foes as you descend the steps.

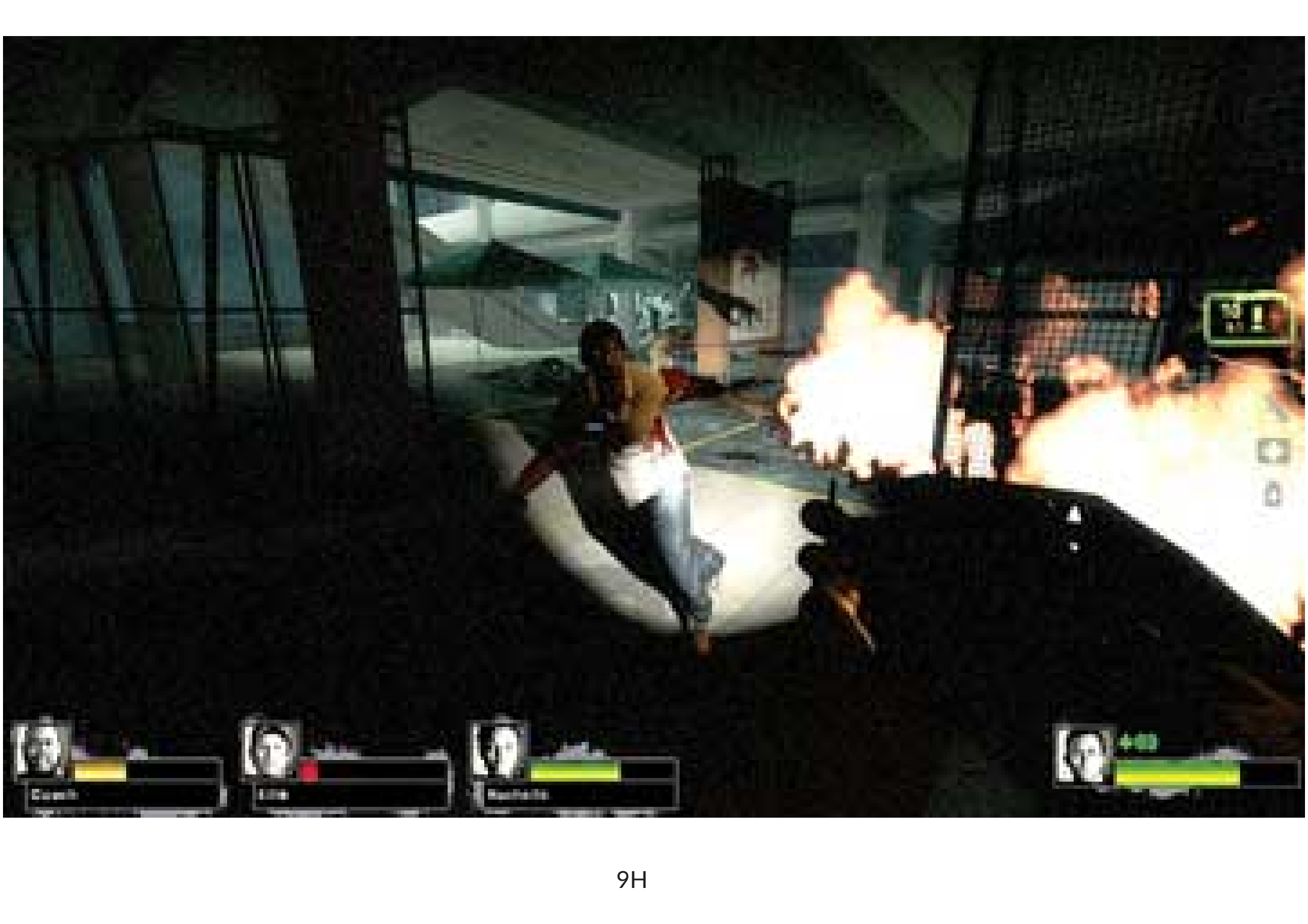
Floor 2 Fracas



9G

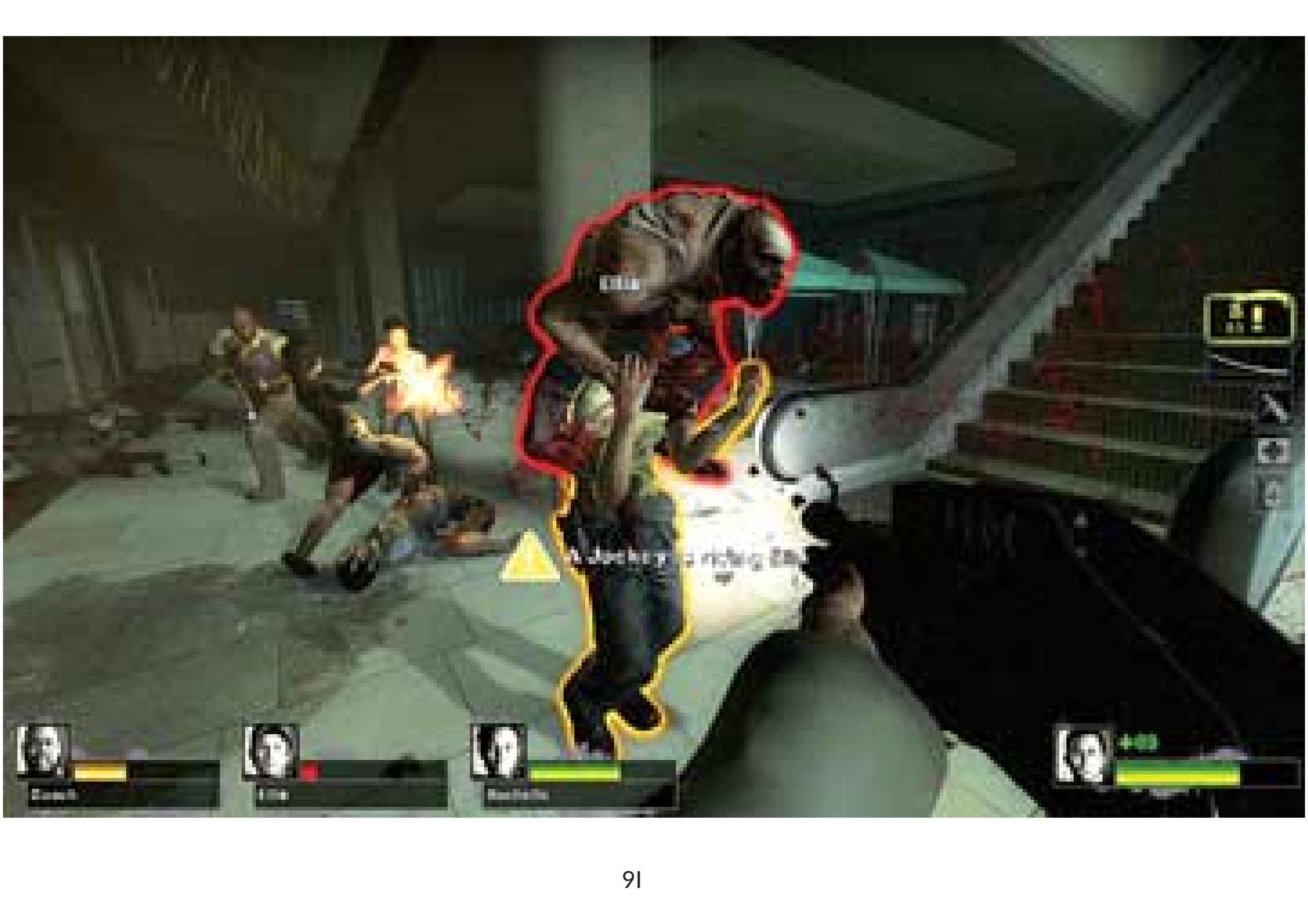
Exit into a long corridor, checking for enemies in both directions before heading right, down to an unfinished remodelled store, complete with items and slobbering entities to rip apart.

Methodically drop foes as you work your way to the mall entrance ahead, where another rush of foes is expected.



9H

Lay down a blanket of fire with a Molotov, or use another Belt Item if you wish, then spread out slightly as you move between the tents and into a mezzanine you haven't visited yet.

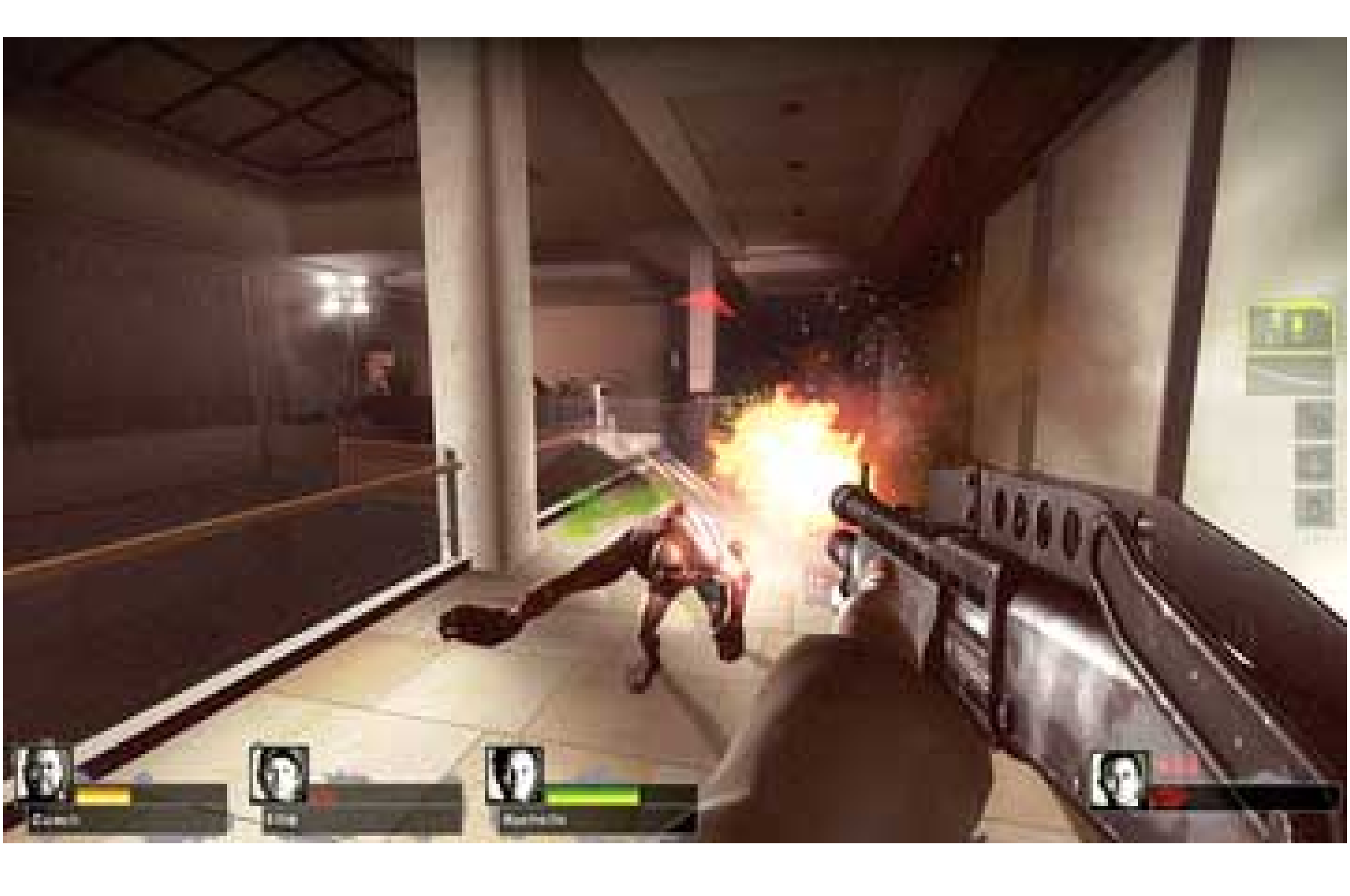


9I

Now that you're in a mezzanine, you need to be extremely careful of foes dropping in unannounced. The optimal path is to ignore the second floor section entirely, and bound up the escalator (9I) at once.

However, you can investigate the lower floor of this area, using the escalator or the ladder on the hydraulic lift (also Location 9I) to escape the Infected in the gloomy ground floor.

Floor 3 Finish



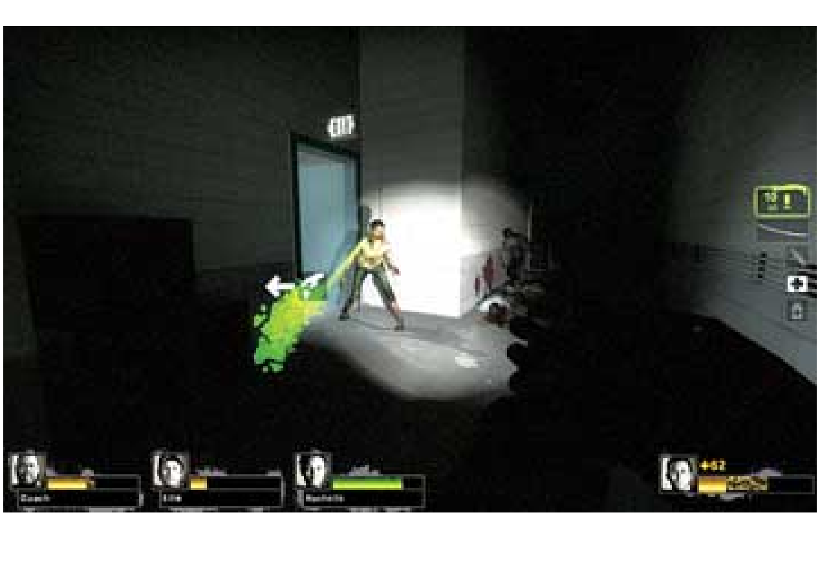
9J

Make a 180-degree left turn at the top of the escalator, as the Safe Room is under construction and the only route is around the balcony.

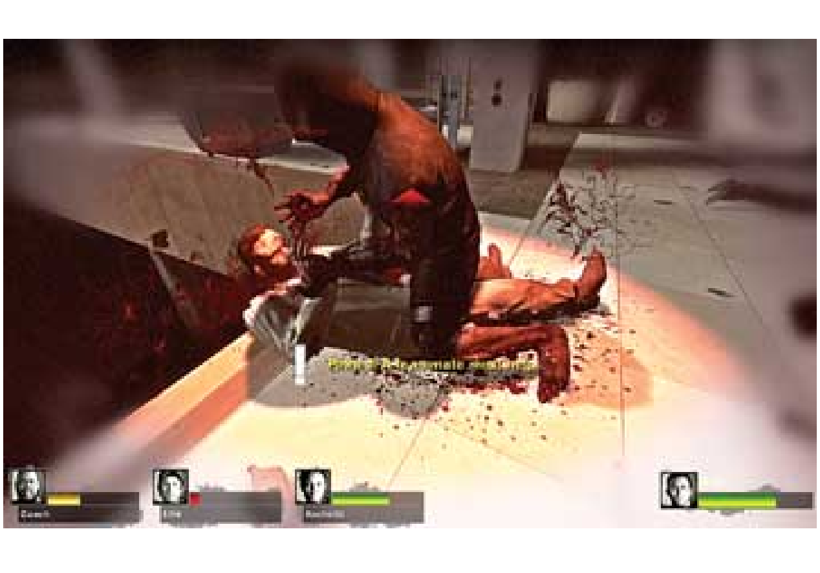
This can be extremely precarious if you're attacked by a Jockey. Expect heavy Special Infected resistance, as this is the last opportunity they have to strike your team and any stragglers.

As there are three floors of mezzanine to navigate, simply sprinting to the Safe Room isn't advised; instead, make sure you help every teammate to safety; move only as quickly as your slowest friend.

Effective Infected



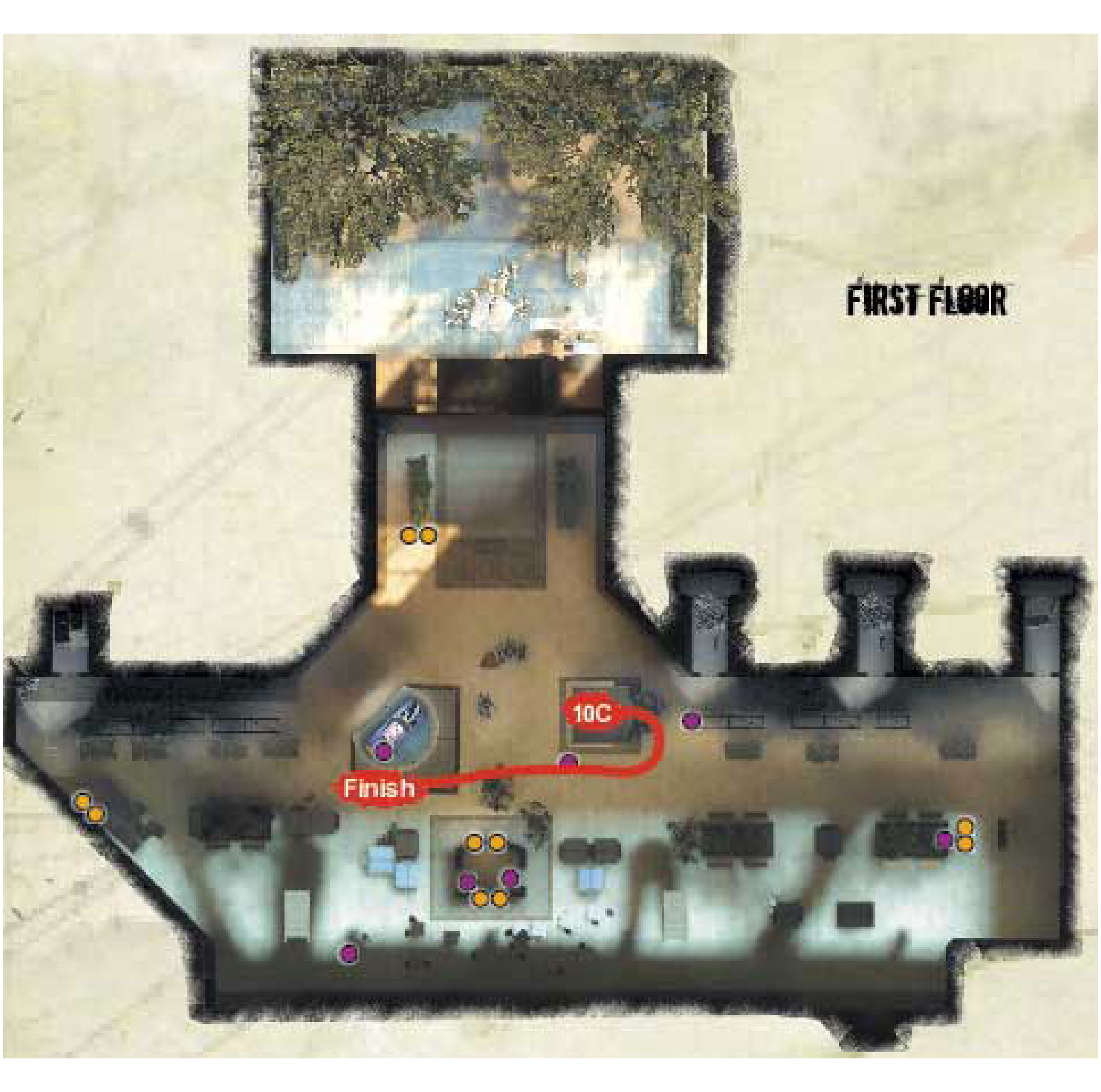
When the alarm sounds and the Horde strikes, the Survivors have one location to head to. You can elect to halt them en route, or ambush them on the third floor before the shutdown occurs. During the rush to the security room, your foes are likely to be spread apart, which makes them easier for Infected to pick off.

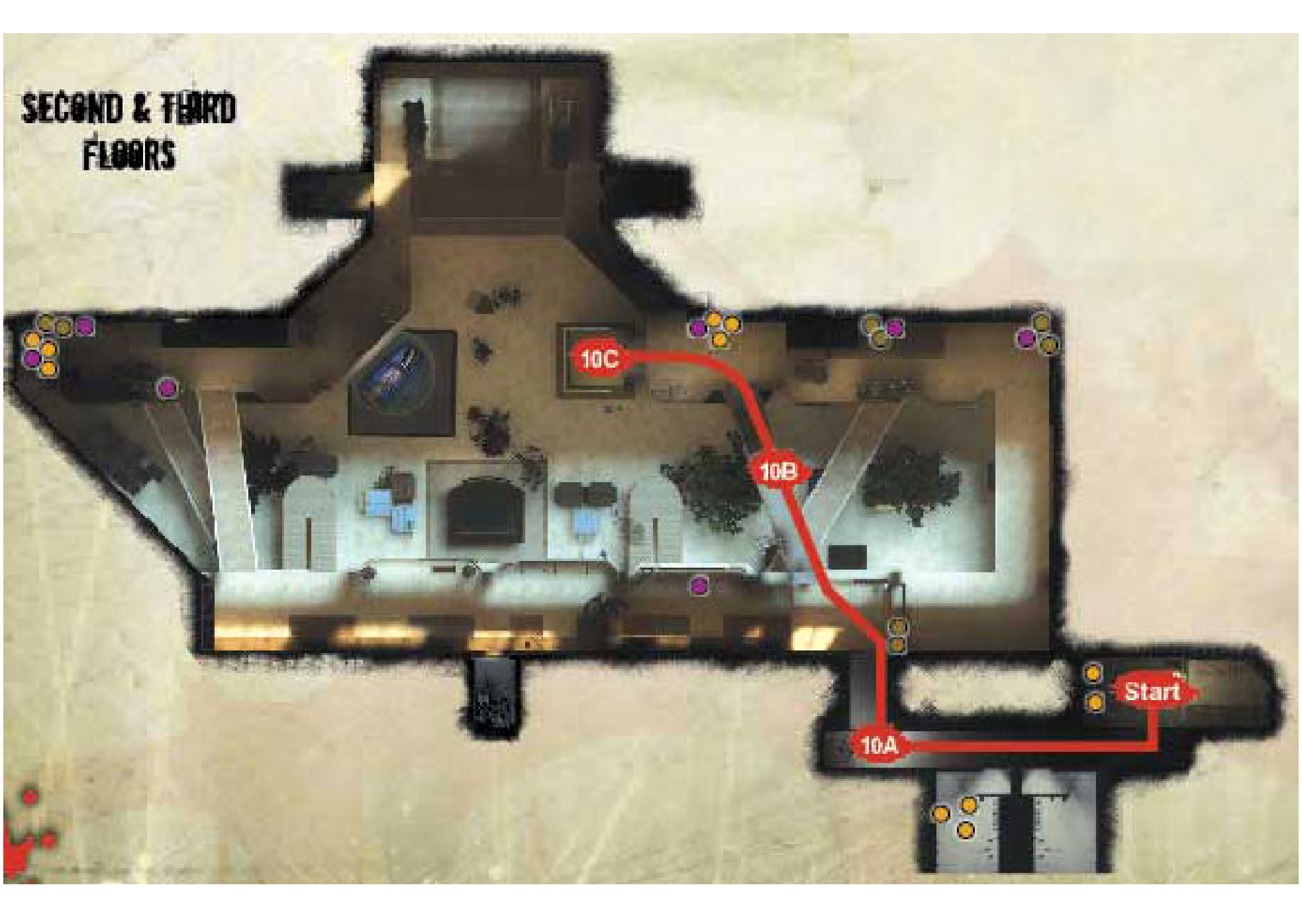


However, you may elect to let the Horde claw at the Survivors, so that when they arrive at the security room (9E) in a weakened state, you can unleash a full attack using tactics already implemented in the mall, such as coating the floor with acid at the stairs (picture 1), and using the narrow corridors to your advantage. When the three-story mezzanine is reached (picture 2), attack from low and high simultaneously, and learn the distance you can charge, move, or leap. Also, set up a Charger or other adversary on the last balcony before the Safe Room as a final insult.

Dead Center

Filling Up the Blue 22





Grabbing Gibbs's Gasoline: Atrium Overview

Jimmy Gibbs Jr. was an accomplished racing driver, although he's probably watching his next human target through cold, dead eyes.

His vehicle was the real star of the show anyway, and Ellis reckons it's the perfect vehicle to escape in.

This scheme becomes a reality as you enter the atrium (Area 10), which has a number of Fuel Cans scattered about its three floors.

A final, frenzy of Fuel Can collecting and zombie decapitating is all that stands between you and freedom at the atrium!

+ This can be straightforward if you work together. Learn that you can push foes away while carrying Fuel Cans.

+ Teamwork is rewarded; throw Fuel Cans down to teammates so that filling up is faster and far Fuel Cans can be grabbed quickly.

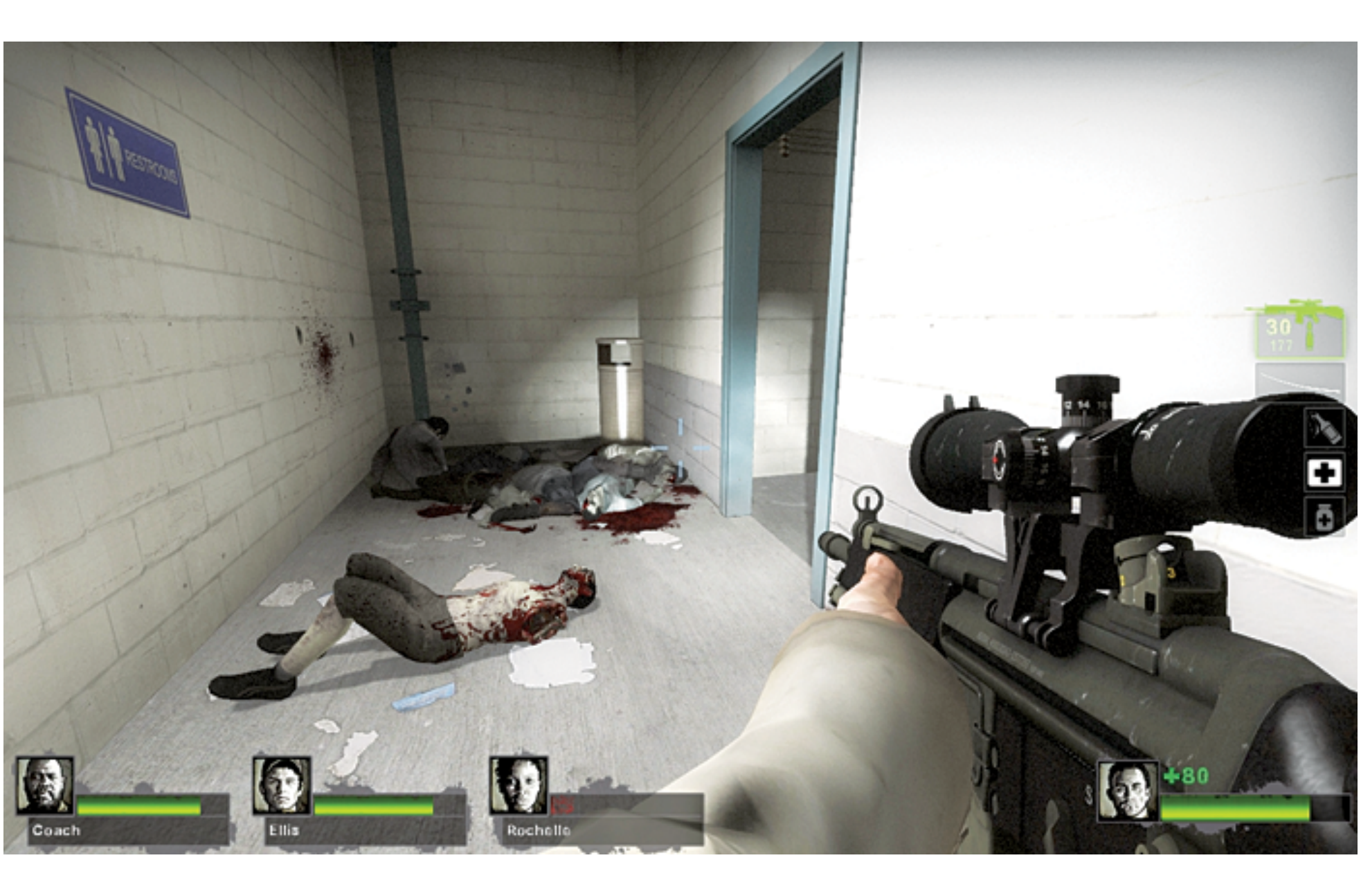
+ The Information kiosk has a mass of weapons and items; don't overlook the kiosk when you're rushing for your next Fuel Can.

- Some Fuel Cans are far away, and the Infected appear from closets after each refill; choose your Fuel Can wisely!

- In Versus mode, Spitters can ruin your "stockpile" plan, so shelve this idea for Campaign, Realism, and Single Play.

- Special Infected can be a horrific nuisance and Common Infected are numerous. This is about fueling, not fighting.

Entering the Atrium



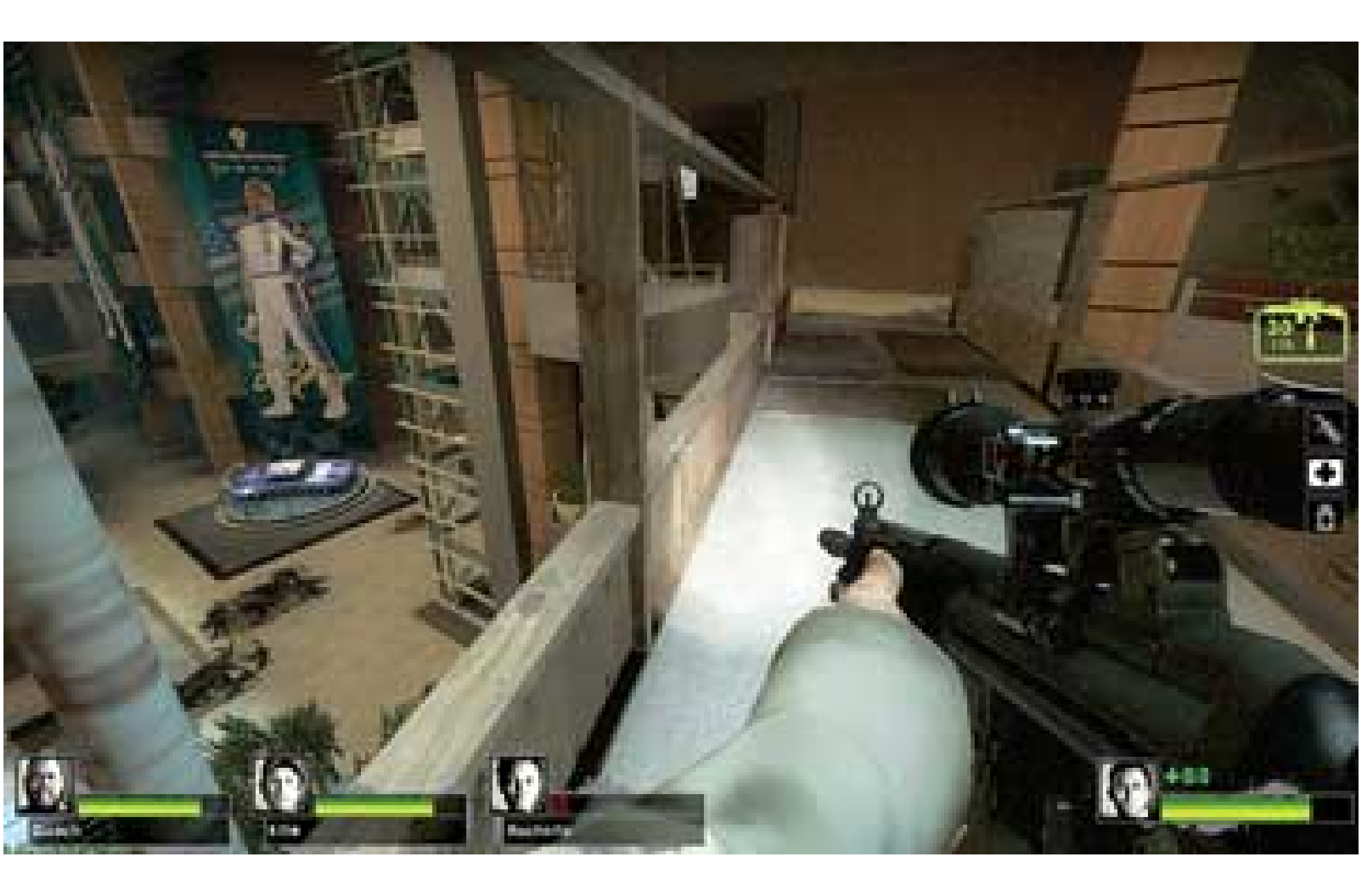
10A

After reading the graffiti and confirming your predicament, spend a few moments congratulating each other on making it this far while you patch yourself up with First Aid and grab your favored firearms, Melee Weapons, Belt Items, and ammunition.

For the final part of your trek through Liberty Mall, you may want to arm two of your three team members with close-combat weapons such as Autoshotguns, with one or two using scoped range guns.

Don't worry if you can't arm up yet; there's an information kiosk in the atrium with a full complement of hardware.

Exit the Safe Room, heading along the narrow corridor with restrooms on your left. Check the areas for Infected stragglers, then move to the exit doorway, and move into the mall atrium, entering via a third-floor bridge that's under construction.

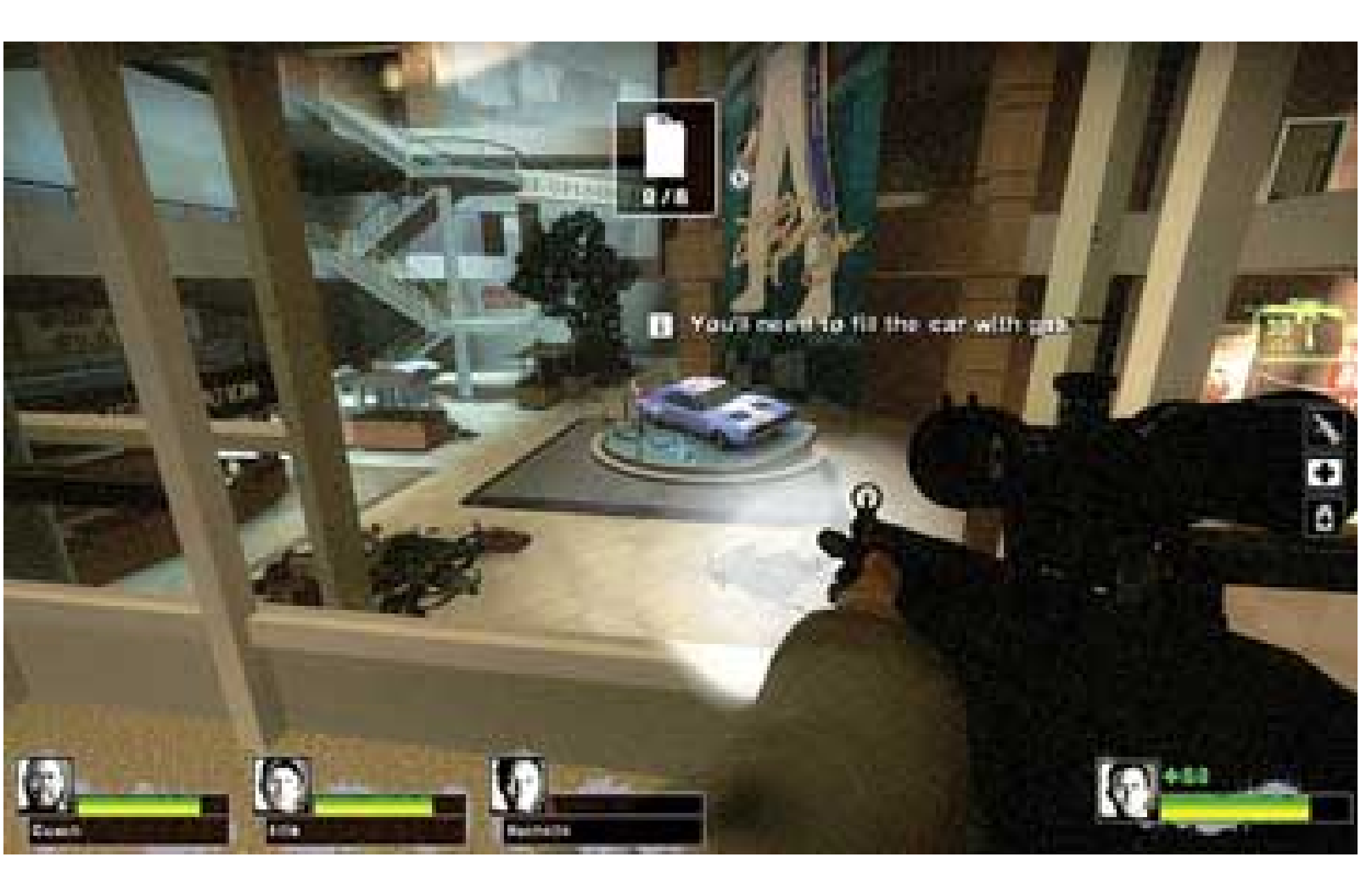


10B

Your combat is likely to be limited as you cross. Look left and down at the giant wall poster of Jimmy Gibbs Jr. and his race car, the Blue 22. Ellis seems to be very excited about it.

Ellis's Excitement

Step into the elevator and ride it down to the ground floor while Ellis explains the prowess that is (or more likely, was) Jimmy Gibbs Jr.



10C

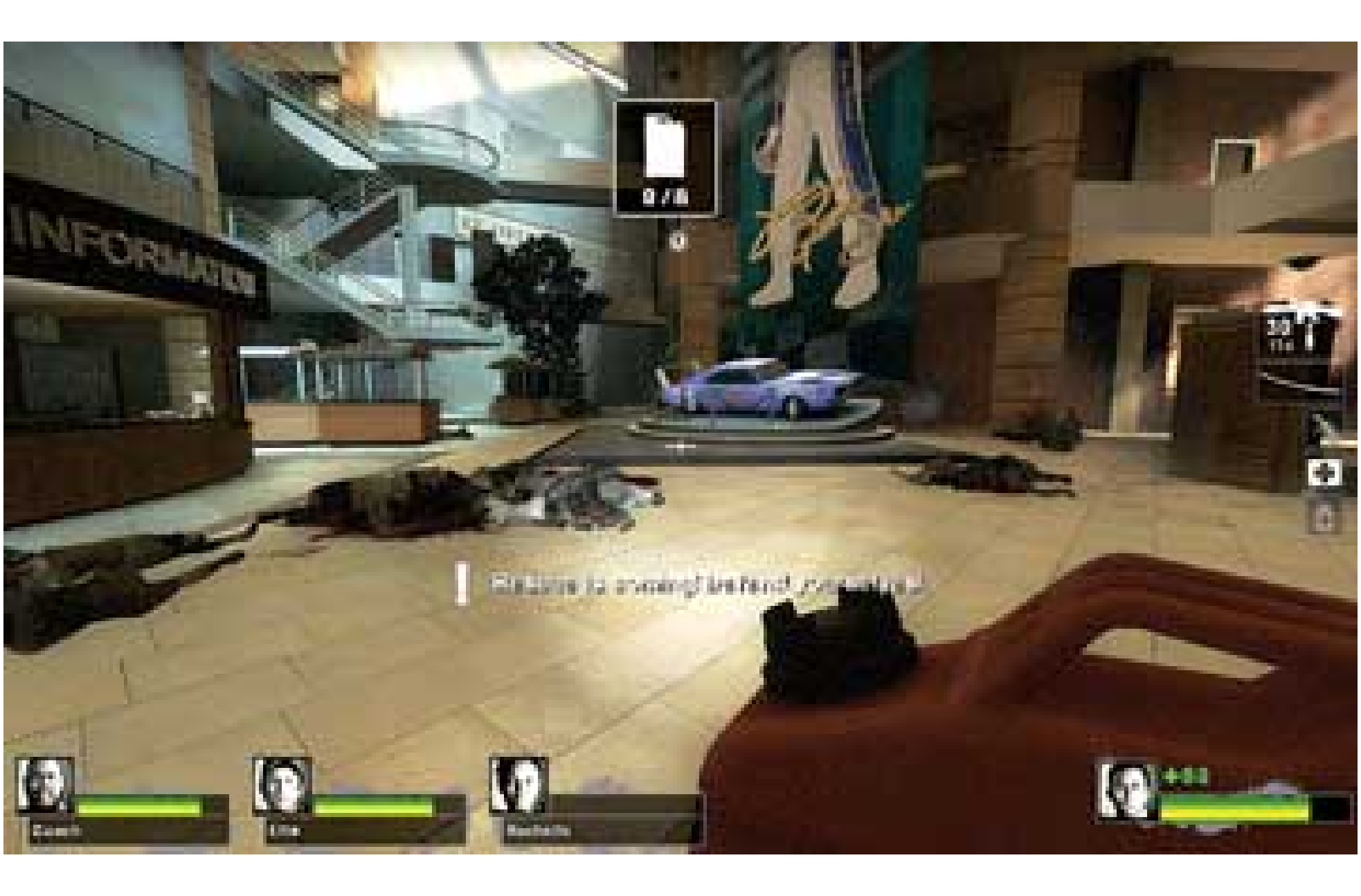
As you descend, check out the car through the glass; you're about to attempt a two-part, crazy scheme to flee the mall once and for all: you need to fill the car with gas.

Step 1 is to find a Fuel Can, and Step 2 is to bring the Fuel Can to the car. Simple enough, but expect mass Infected attacks as each Fuel Can is grabbed.

Note

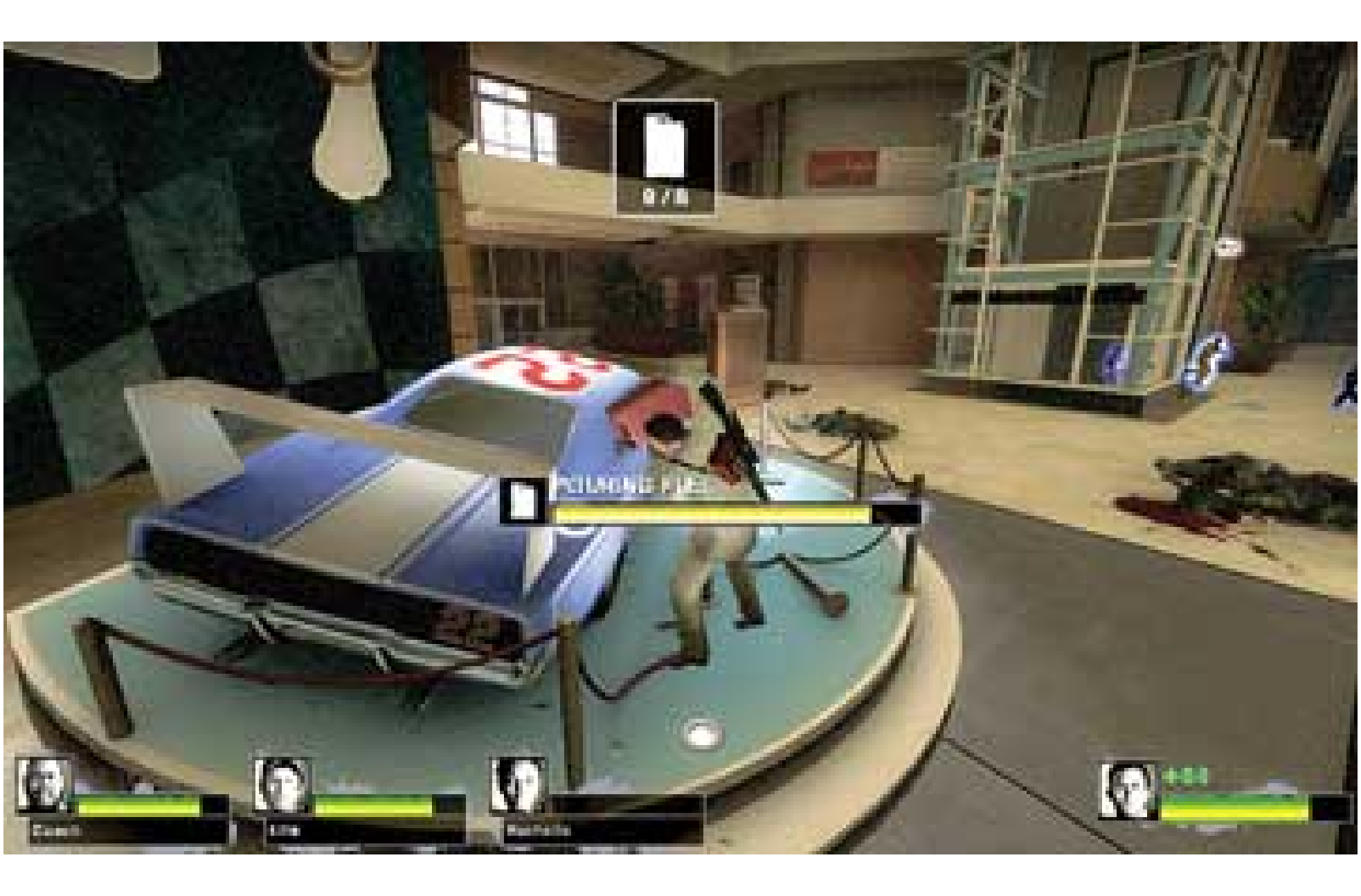
As you reach the ground floor, a total of how many successful gas can pours, and the total needed, appears on your screen (as shown). However, the total number depend on how many human players are with you: Expect to find between 8 and 13 cans.

Refueling the Blue 22



While you're en route to the elevator and riding it down, figure out roles for every person in your team.

The initial stages of your Fuel Can search are straightforward enough, though; the moment the elevator door opens, rush and grab the Fuel Can directly ahead of you, then spin right, sprint past the Information kiosk, and pour fuel into the vehicle on the podium.

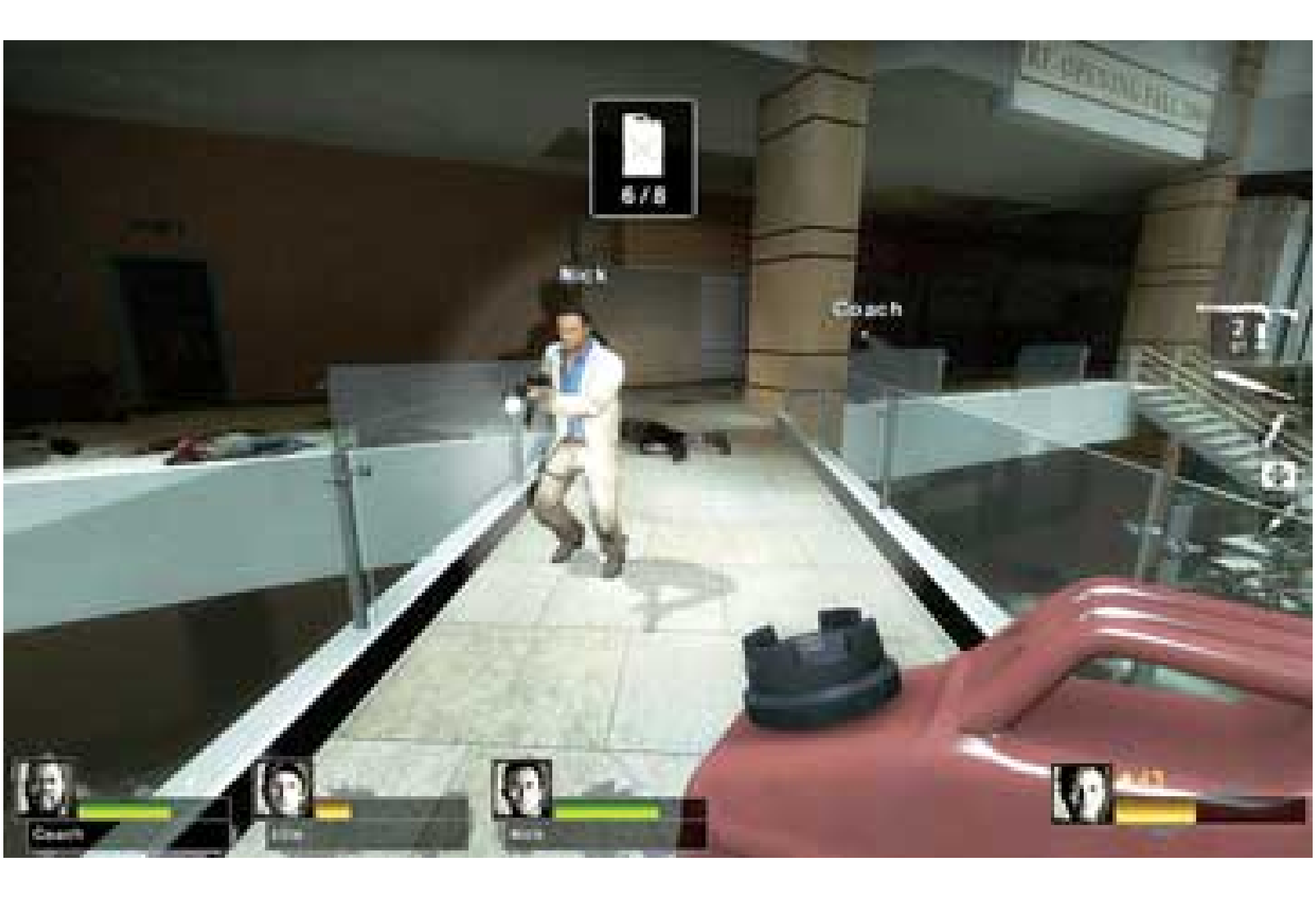


That's one gallon already! Now, there are multiple points to remember:

1: A Can-Do Attitude

It is wise to have two pairs of your team, or everyone en masse concentrating on grabbing Cans.

Then, a single person taking the can and bringing it back, using the Can to swipe at any Infected instead of dropping it and switching to a weapon (this is useful when only a few Infected are attacking).



The rest of your team is responsible for keeping the carrier not only alive, but also with a clear path to the car.

Or, you can all rampage toward the same area, such as up the set of steps to the second floor under the bridge you appeared from (as shown; 10B), and when you reach an area with a number of Cans, you can quickly split up, each grab a Can, and sprint back toward the car as quickly as you can.

Have one or two of your team ready to drop their Can at the first sign of Infected charges, so they can chaperone the others.

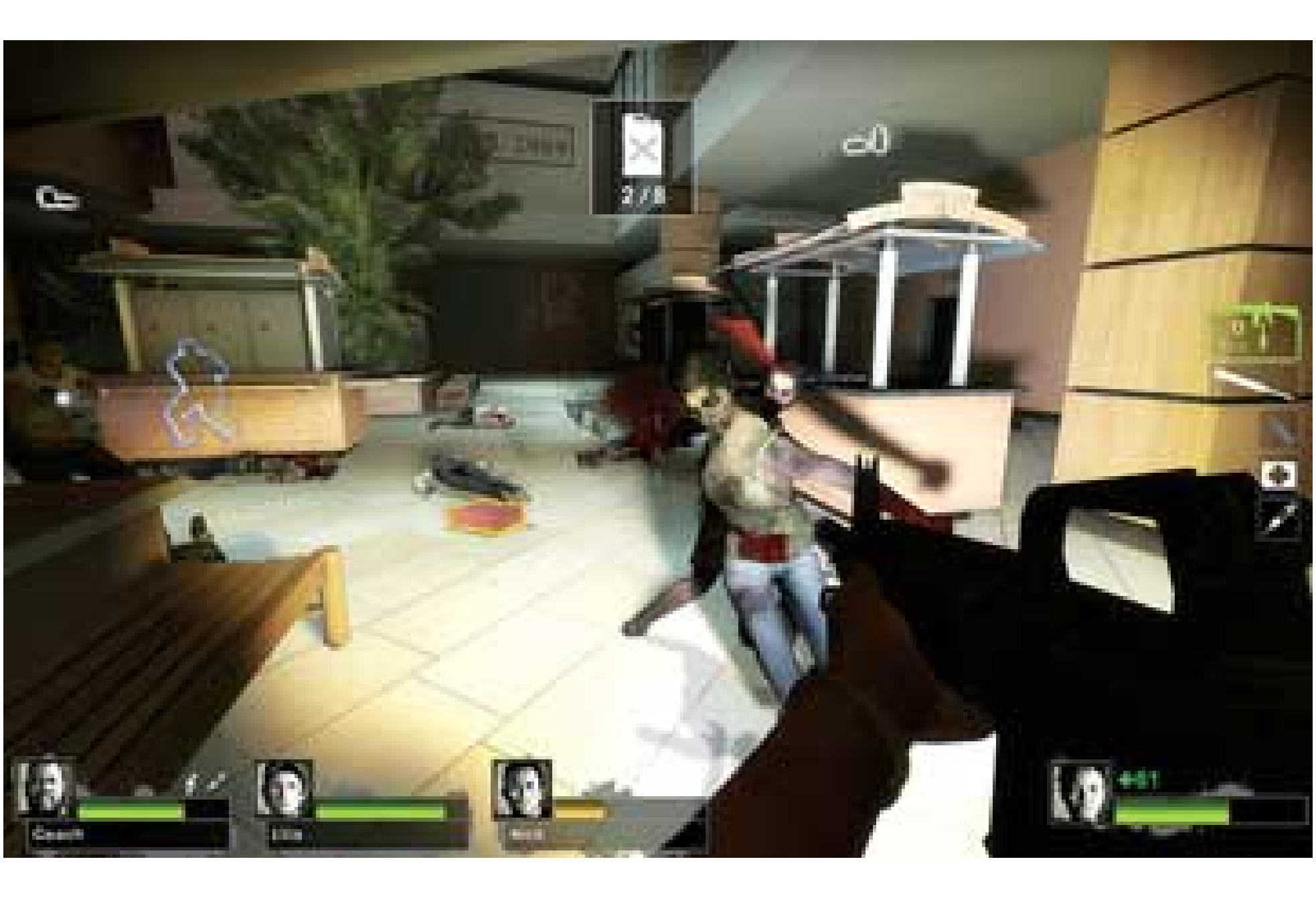
Tip

Make sure you have at least one friend covering the player at the car's Tank, so that team member isn't struck during the pour. If they are struck, the pour begins again. Remember to hold down the button to pour; it is also usually better to shrug off minor damage and fill the Tank than to stop and fend off attackers halfway through.

Note

Fuel Cans can explode, and Spitters can ignite Fuel Cans (in Versus and Scavenge modes) with their spittle (but not Cans waiting to be picked up). However, Fuel Cans eventually respawn, so if you can survive for long enough, you can retry a run from a location already cleared.

2: Airborne at Altitude



Unless you're playing in Versus mode, where Spitters have the nasty tendency to set fire to dropped Fuel Cans, it is incredibly efficient and helpful for two of your team to work in unison to quicken the filling pace.

The first player scales the stairs, grabs a Can, and instead of returning it to the car with intermittent Can-dropping and combat, they throw the Can down to their colleague on the ground, either at the car or (as shown) under one of the bridges. That teammate moves to the Blue 22 and fills the Tank immediately.

This is not only a swift and relatively safer method, but also it frees up the Fuel Can gatherer to stay on upper balconies to find more Cans before throwing them down.

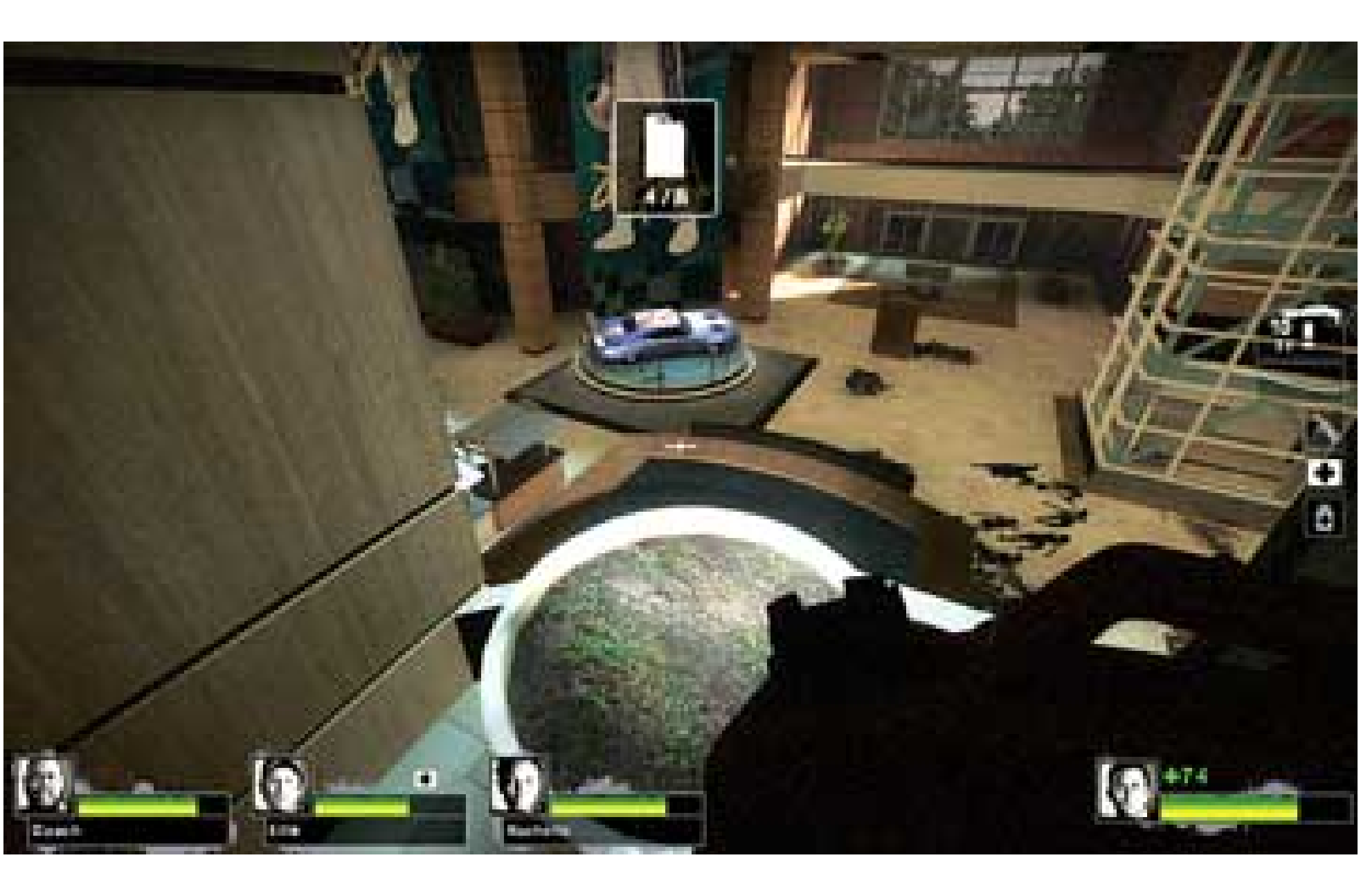
An alternate to this plan is to work as a team of four instead of two, with one pair grabbing cans and watching each other's backs, while the other two guard the Information kiosk and car, and empty the Cans into the Tank after they fall.

A final, not-quite-as-good plan is to gather Cans and drop them independent of your teammates, which usually occurs if your friends are novices, annoying, or computer-controlled.

Tip

This atrium also appears in Survival and Scavenge gameplay modes, and the Scavenge mode features an almost-identical plan for victory; practice on either mode to further hone your Fuel Can-wrangling talents.

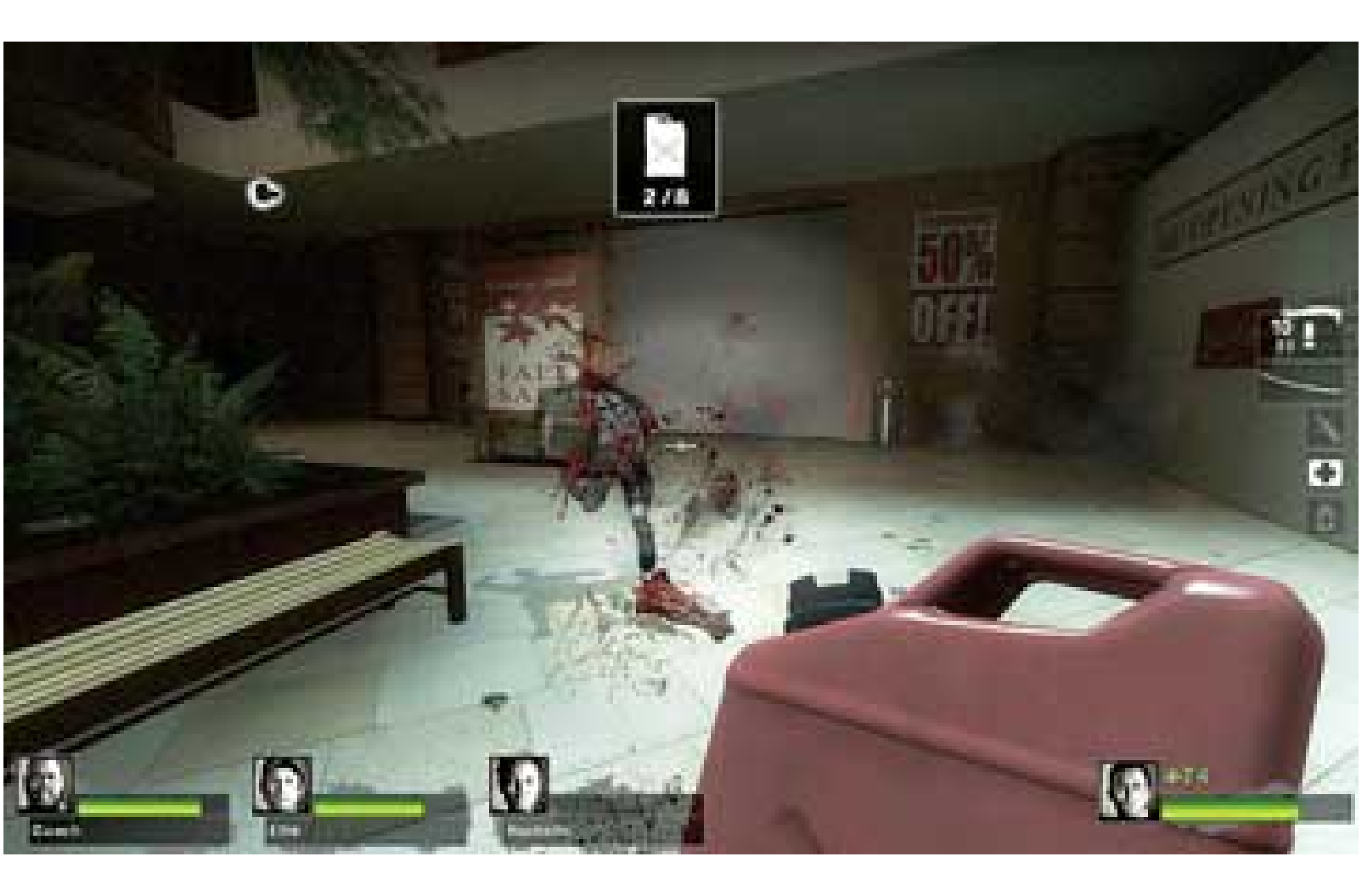
3: A Shortcut Above the Rest



Study the guide maps of the atrium to learn some important, and exceedingly useful shortcuts. First, the glass floors on the upper walkways can be shot and dropped through, which is useful for dodging foes while carrying a Can.

Another shortcut is the white circular planter (pictured) along the balcony. You can leap onto it, leap off the balcony, and land on the roof of the information kiosk. Try finding other shortcuts like this when returning to the vehicle.

4: Single-Player Planning



If you're playing with computer-controlled Survivors, you're the lead in Fuel Can gathering, so don't expect too much tactical help (this is offset by having fewer Fuel Cans to collect).

It's usually better to grab Fuel Cans on the ground floor, pushing foes back (as shown), ignoring teammates that need to be helped up (the other computer players do this job), and then heading upstairs to grab more Cans.

Throwing Cans down isn't as helpful because you need to retrace your steps to pick them up again instead of handing them down to a friend, but it's still advantageous compared to battling enemies while carrying one.

Use the shortcuts and shrug off a few foes; only resort to violence when you can dodge or Melee your way through the Infected.

Tip

Don't forget to tool up with weapons, items, and First Aid at the information kiosk. You can drop onto the kiosk roof, too; a sniper can wreak havoc from here if he isn't tangled up by a Smoker.

Tip

Are Special Infected ruining your plans? Have two of your team peel off to deal with major threats (such as the Tank) while the others continue to find Fuel Cans; it is always better to keep fueling the Blue 22, even if it means some of your team get a little pummeling.

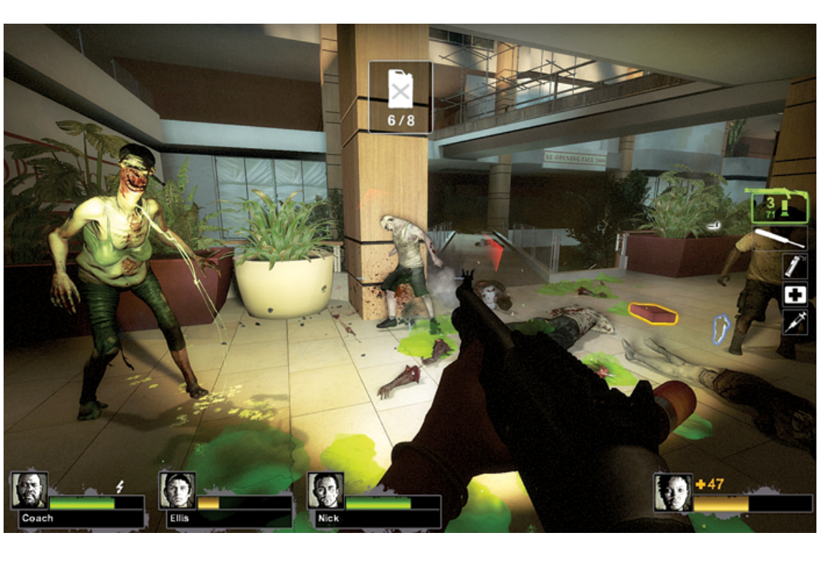
Mall Escape

When the prerequisite number of Fuel Cans have been used to fill up the Tank of the Blue 22, your entire team needs to converge on the vehicle.

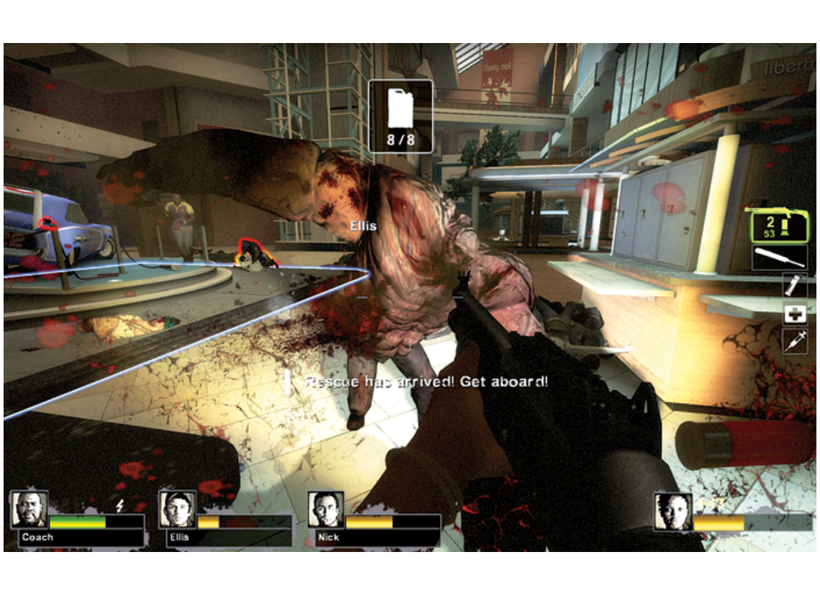
Retreat from any combat into the large open area near the car (which is useful to try when the final Can is being carried back to the car), and then step into the designated area.

The car roars to life, smashes through the atrium doors, and you flee the scene with your appendages (and sanity) mostly intact.

Effective Infected



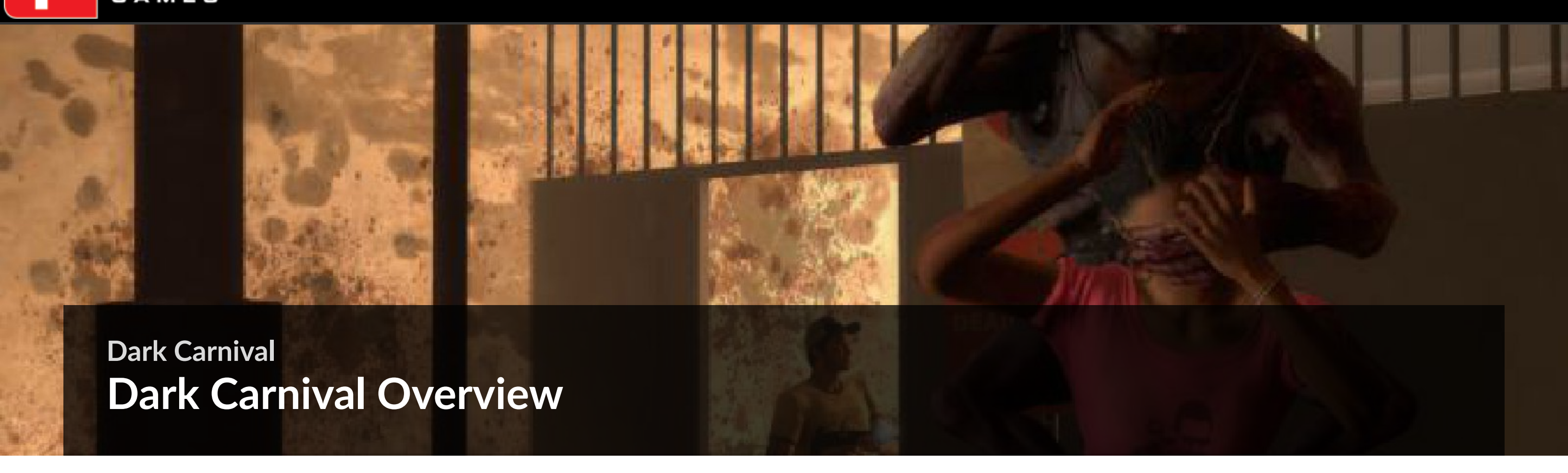
Your final attempts to thwart the Survivors' progress should involve a clear plan of attack. Learn where the larger concentrations of Cans are and lie in wait for foes to reach them. The Spitter (picture 1) is a favored foe to utilize here. After a Survivor picks up a Can, the Spitter can ignite the Can (in Versus and Scavenge modes) with acid once it is dropped; be sure you use this power at the right moment!



Use height to your advantage, leaping or lassoing foes from upper balconies, but when the car is almost refueled, move all of your forces to the ground floor (picture 2). Even after the car is ready to roll, you can stop foes by keeping them away from the car. Use any means necessary!

Note

Oh God, did I just get attacked by a zombie wearing a blue racing uniform? That couldn't be the remains of Jimmy Gibbs Jr., could it?



Dark Carnival

Dark Carnival Overview

Stage 1: Highway

Traffic chaos turns into overpass bloodletting as you fight through a freeway to scout an abandoned motel. Soon you're fleeing down a ravine and then struggling up a final embankment toward an eerie carnival park.

Stage 2: Fairground

There's none of the usual fun of the fair waiting for you here: The barker huts are closed but the weird carnival games are functional, despite the Infected. Your enjoyment stems from mass culling through Kiddieland, the big slide, and carnage at the carousel.

Stage 3: Coaster

A lot of love is lost as you battle your way through a purple tunnel of terror, emerging outside to flee from overwhelming odds, and then onto The Screaming Oak, a rickety wooden coaster you scramble across on foot.

Uncommon Infected: Clown

With squeaky shoes that summon Common Infected behind them, these ravenous fairground workers offer horrific and humorous takedown opportunities. Shove the Clowns so they honk before you savage them.

Stage 4: Barns

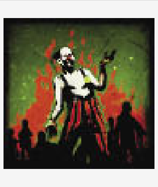
You emerge into more barker huts, some featuring the still-functioning baritone of Mr. Moustachio. Grind the bones of the Infected at the bumper cars, then scale the barns as you slaughter your way to the stadium entrance.

Stage 5: Concert

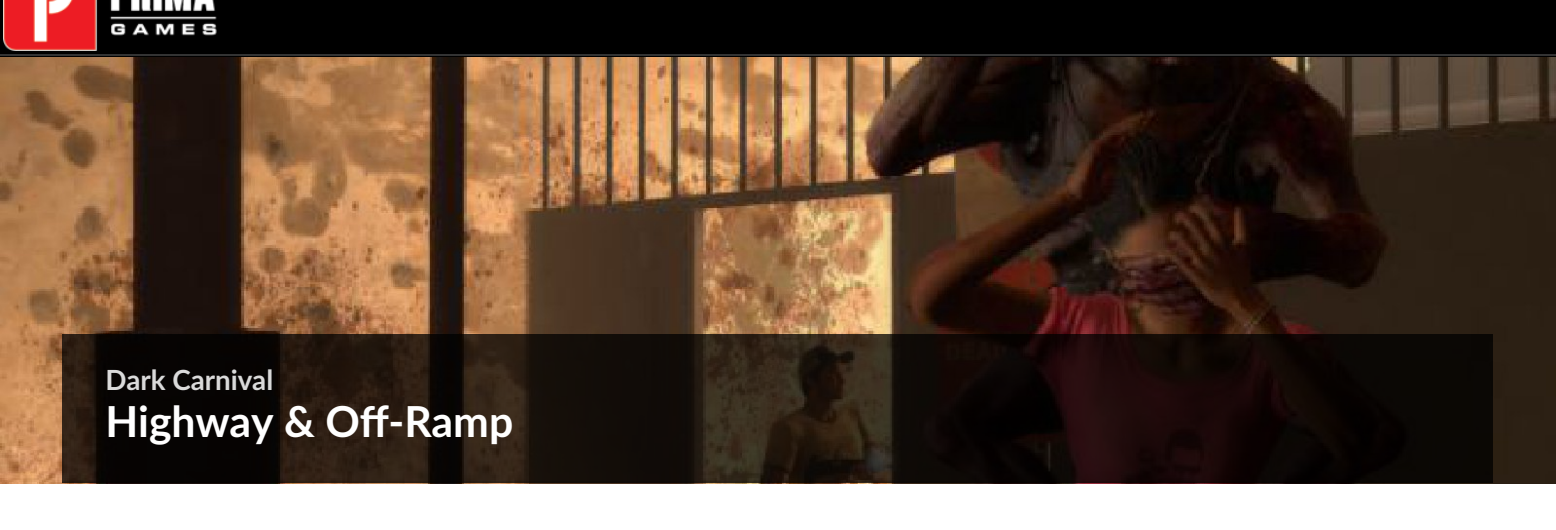
The Midnight Riders may have cancelled this gig a while ago, but their awesome pyrotechnics remain. Set off the fireworks, which unfortunately summons the Horde. Let's hope a rescue helicopter notices your spectacular predicament.

Achievements

These Achievements are available during this campaign. For advice on completing them, consult the Appendices at the back of the guide.

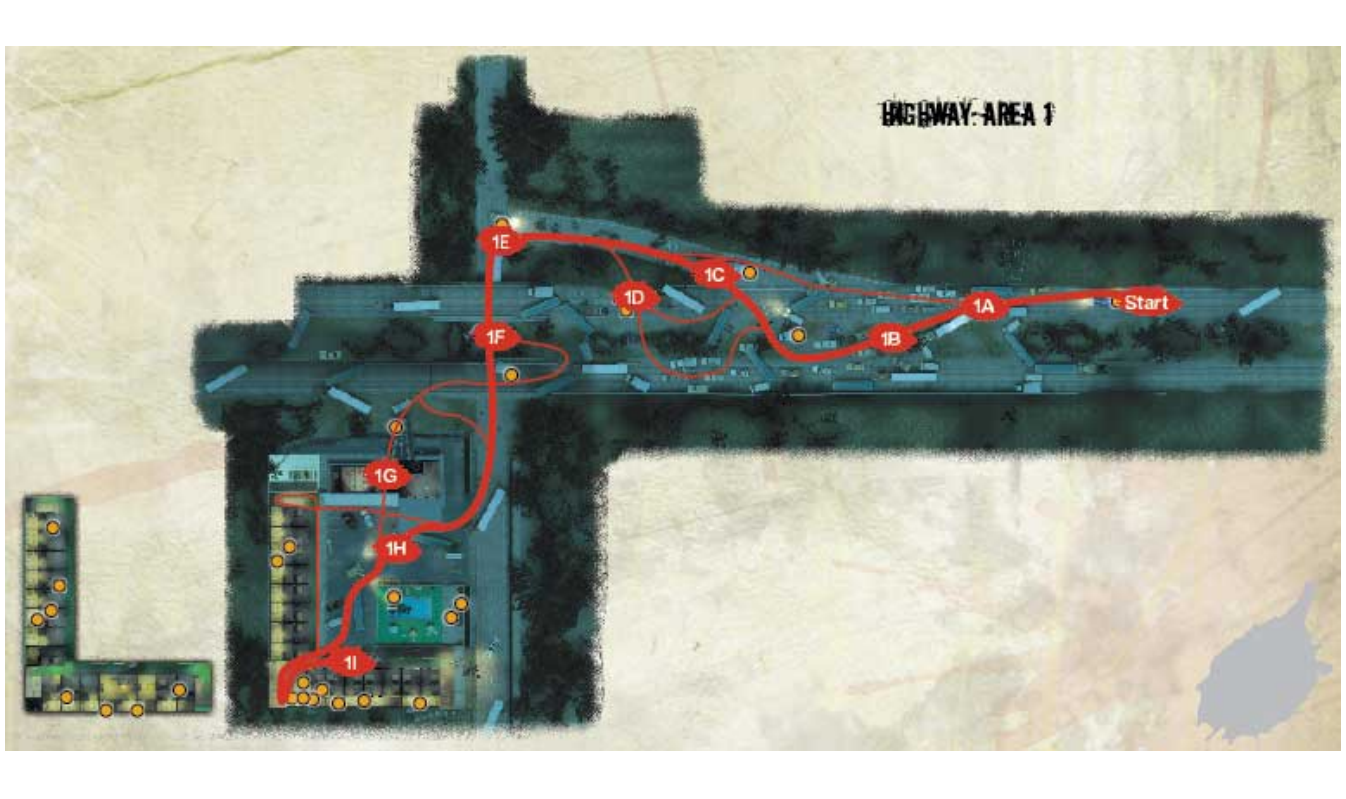
Image	Achievement	Description
	Stashe Whacker	Prove you are faster than Moustachio
	Gong Show	Prove you are stronger than Moustachio
	Guardin' Gnome	Rescue Gnome Chompski from the Carnival
	Midnight Rider	Survive the Dark Carnival Campaign
	CL0WND	Honk the noses of 10 clowns
	Fried Piper	Using a Molotov, burn a Clown leading at least 10 infected
	Still something to Prove*	Survive all Campaigns on Expert
	The Real Deal*	Survive a Campaign on Expert skill with Realism mode enabled.
	Confederacy of Crutches	Finish a Campaign using only melee weapons.

* Requires completion of this campaign, plus additional tasks.



Dark Carnival

Highway & Off-Ramp



To the Danger Zone: Highway Overview

Facing a blocked Interstate, your team bundles out of the Blue 22, and clambers over the parked cars before letting rip through the marooned drivers who are now turned into frothing Infected.

The action intensifies as your team navigates under the interstate bridges, to a motel, where a cunning route through the upper rooms becomes necessary to escape a savaging.

With fairground lights blinking in the distance, descend into a ravine, and up the other side to the parking lot outside the Whispering Oaks Fairground, a once-popular attraction now overrun with the virus-ridden and wretched.

+ The highway and motel areas offer numerous high places to stand on; this is a sniper's dream.

+ The ravine is tricky to navigate, but this is eased with a Pipe Bomb, an escaping wade, and a prompt riverbank ascent.

+ The fairground entrance may have clusters of Infected, but the Safe Room is out in the open, which makes it easy to run to and defend.

- With the parked vehicles, bridge, motel, and ravine, there are countless ambush points, so keep watch in all directions.

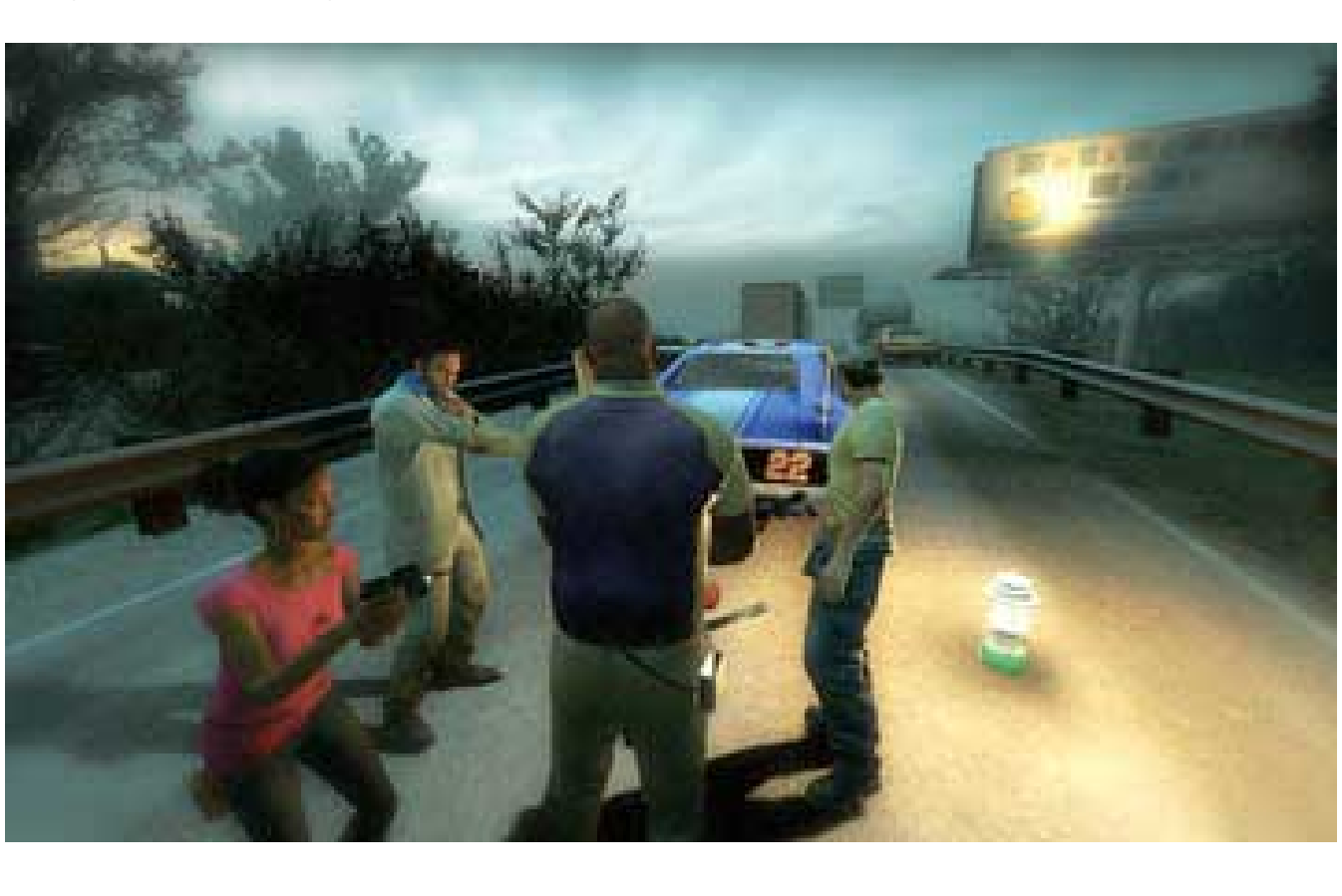
- The lack of visibility makes picking out Witches extra difficult. If it drools, kill it. If it cries, leave it alone with the lights off.

- Watch out for cars at the motel and fairground. They may be alarmed, which is exactly what you'll be when you're overrun by a Horde.

A.I. Director's Cut

Vehicles parked in the mall parking lot may be alarmed, so look for warning information and avoid them accordingly. Note that the car parked by the Safe Room will always have an alarm.

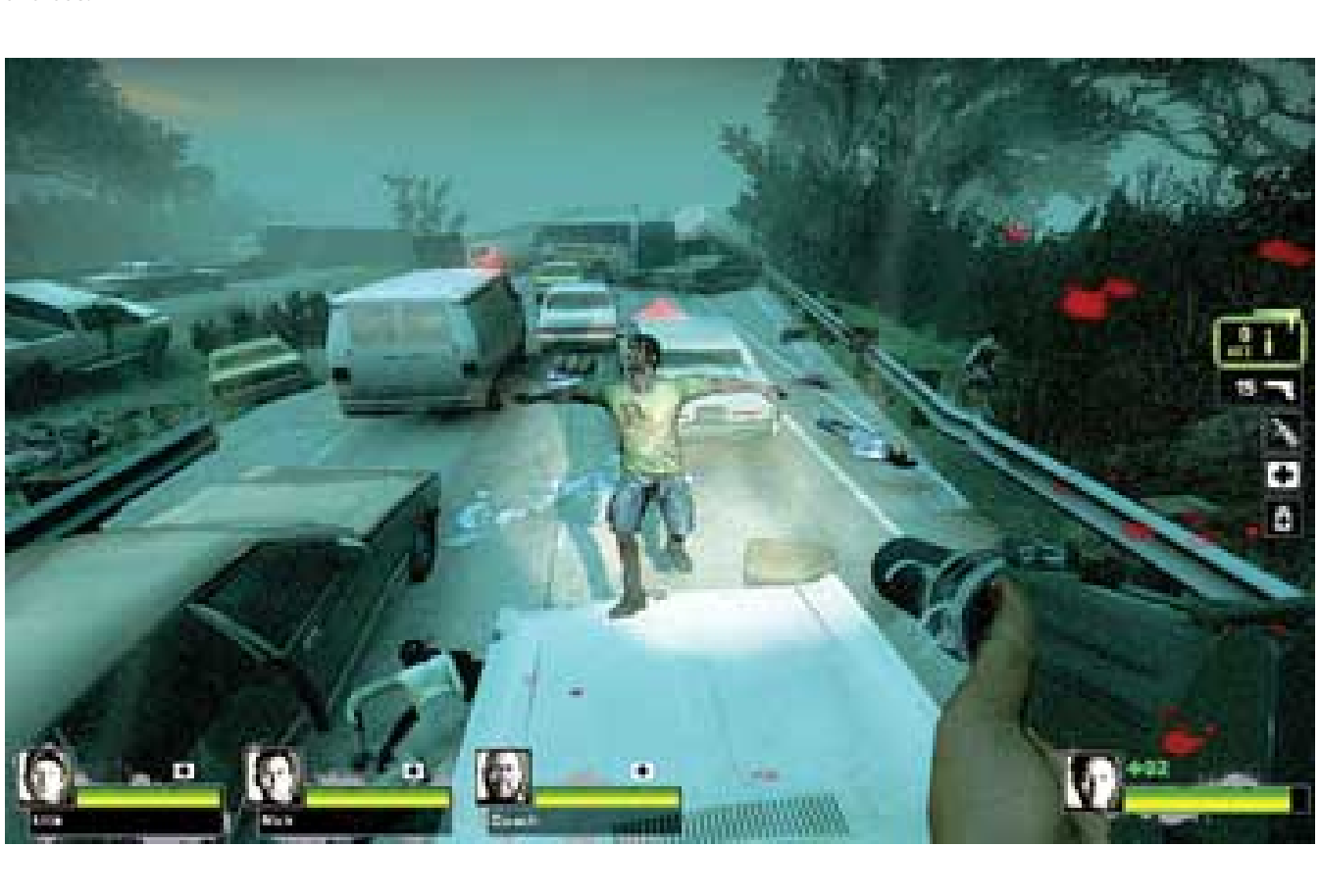
Congestion on the Highway



Start

Even the Blue 22 isn't able to navigate around the stalled traffic ahead of you on Interstate 16 West, which forces your team out of the vehicle. Opening the trunk to access a variety of First Aid Kits and other items.

Grab everything you can and move along the highway road, passing the billboard for the nearby Whispering Oaks Fairground. Initially, the vehicles don't allow your team to spread out, so stay together and leap on the roof of the car between the truck and bus.



1A

Use the number of parked cars (including a pickup truck and a van) as "stepping stones" to stand on; this prevents any prowling Infected from easily and quickly reaching you.

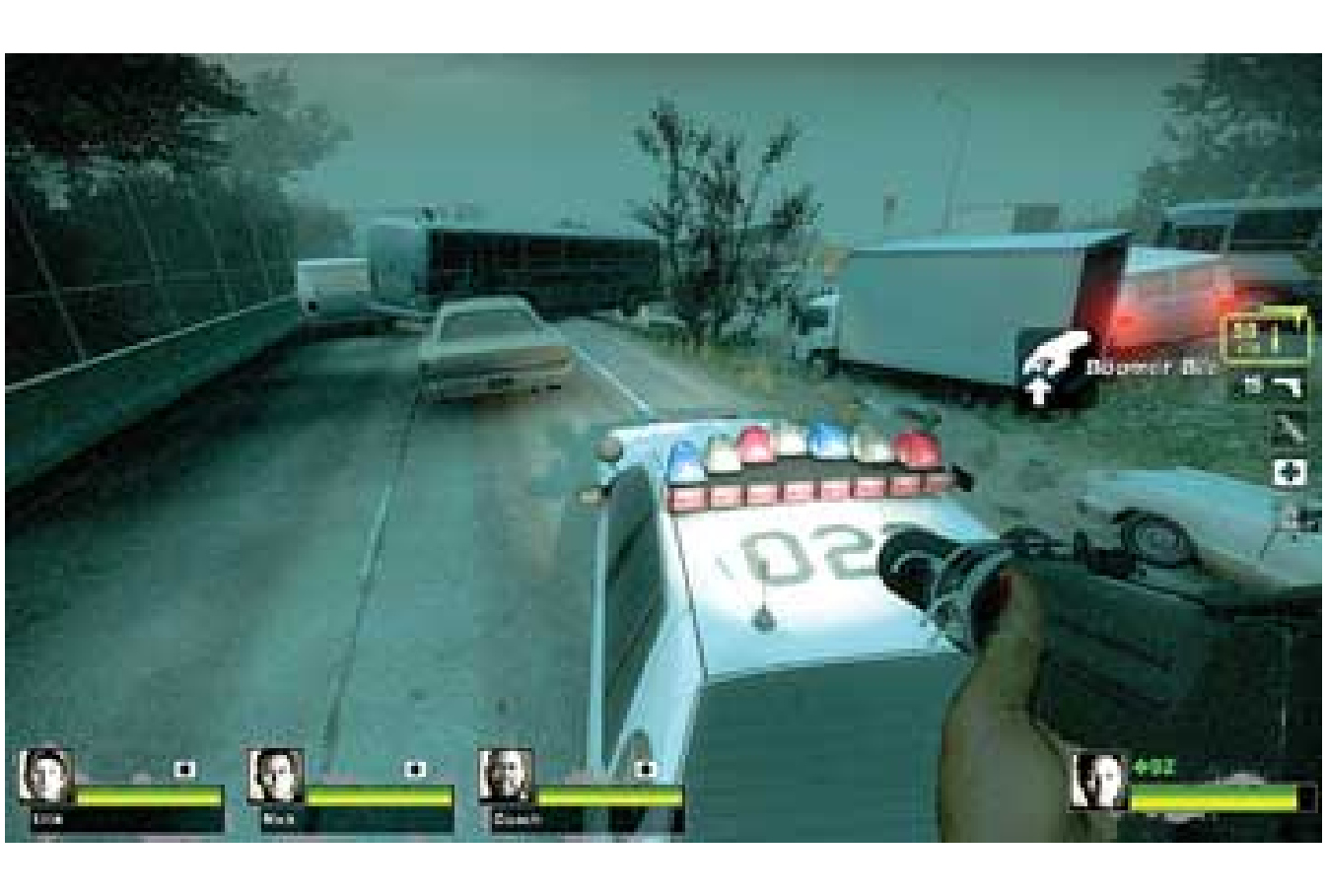
As long as your teammates are checking the bushes on the right and vehicles to your left, you can effectively clear this initial highway of foes.

Mayhem in the Median

With the Infected taken down in the immediate area, figure out your favored path to the off-ramp (Location 1C).

You can hop over more vehicles and move straight toward the off-ramp (the optional path on the guide map), or drop down and head into the grassy median (1B), passing over corpse piles and abandoned vehicles.

Don't lose focus; there are likely to be foes lurking in corners and between vehicles that you can easily miss until they charge in from behind. Beware of Special Infected bounding over container trucks, too.



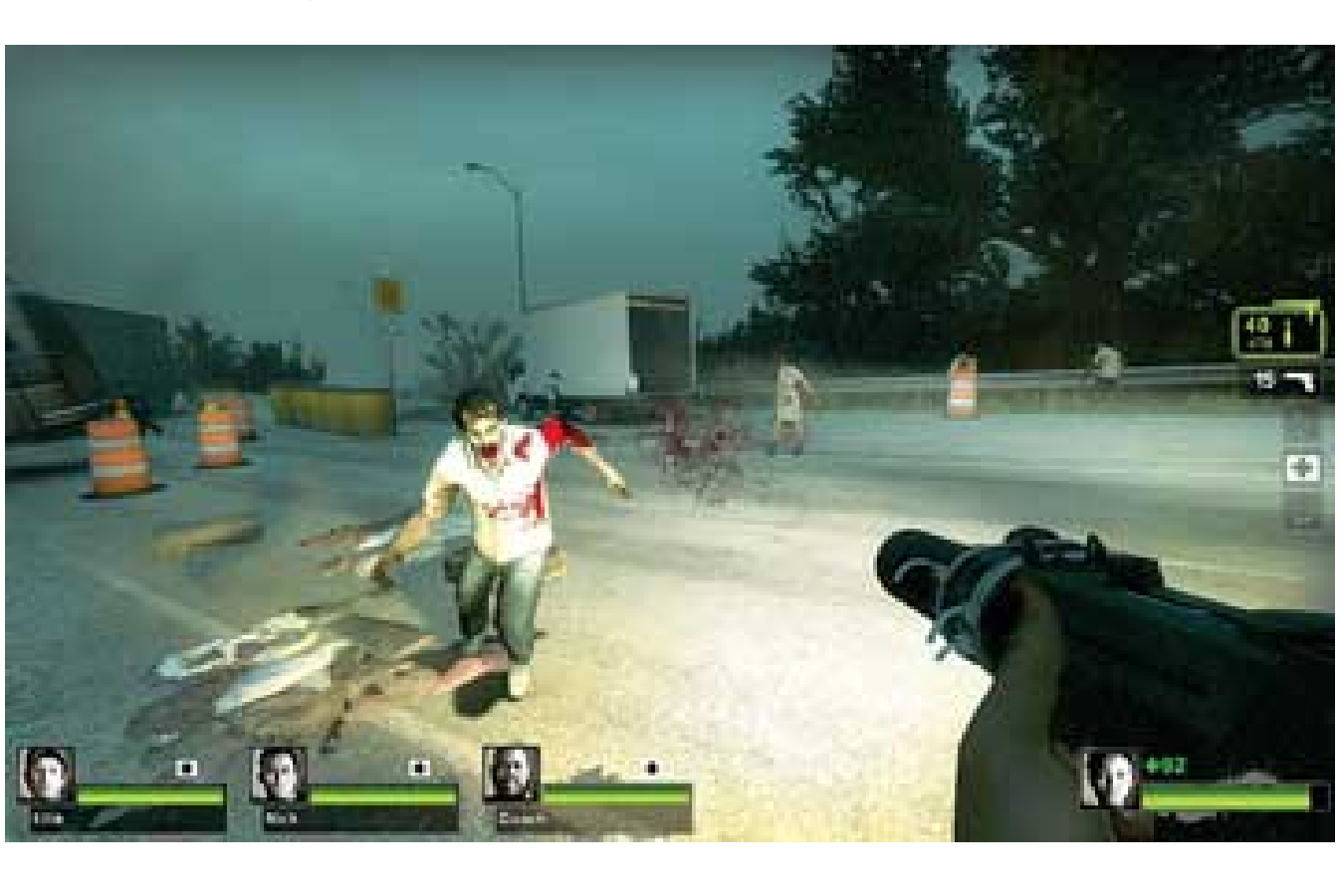
1B

Move as a team across the median, checking the area for any additional items as well as cutting down charging foes. Pass the Sheriff's squad car before heading back toward the off-ramp, moving between a van and coach. Check the back of the van for items as you move toward the off-ramp.

Tip

Delivery Trucks with a small container attached to them are dotted around this highway pileup. Check the interior for items, but also use the interior as a "last stand" position, Melee-striking or shooting from inside until the Infected threat has abated.

My Way, Not the Highway

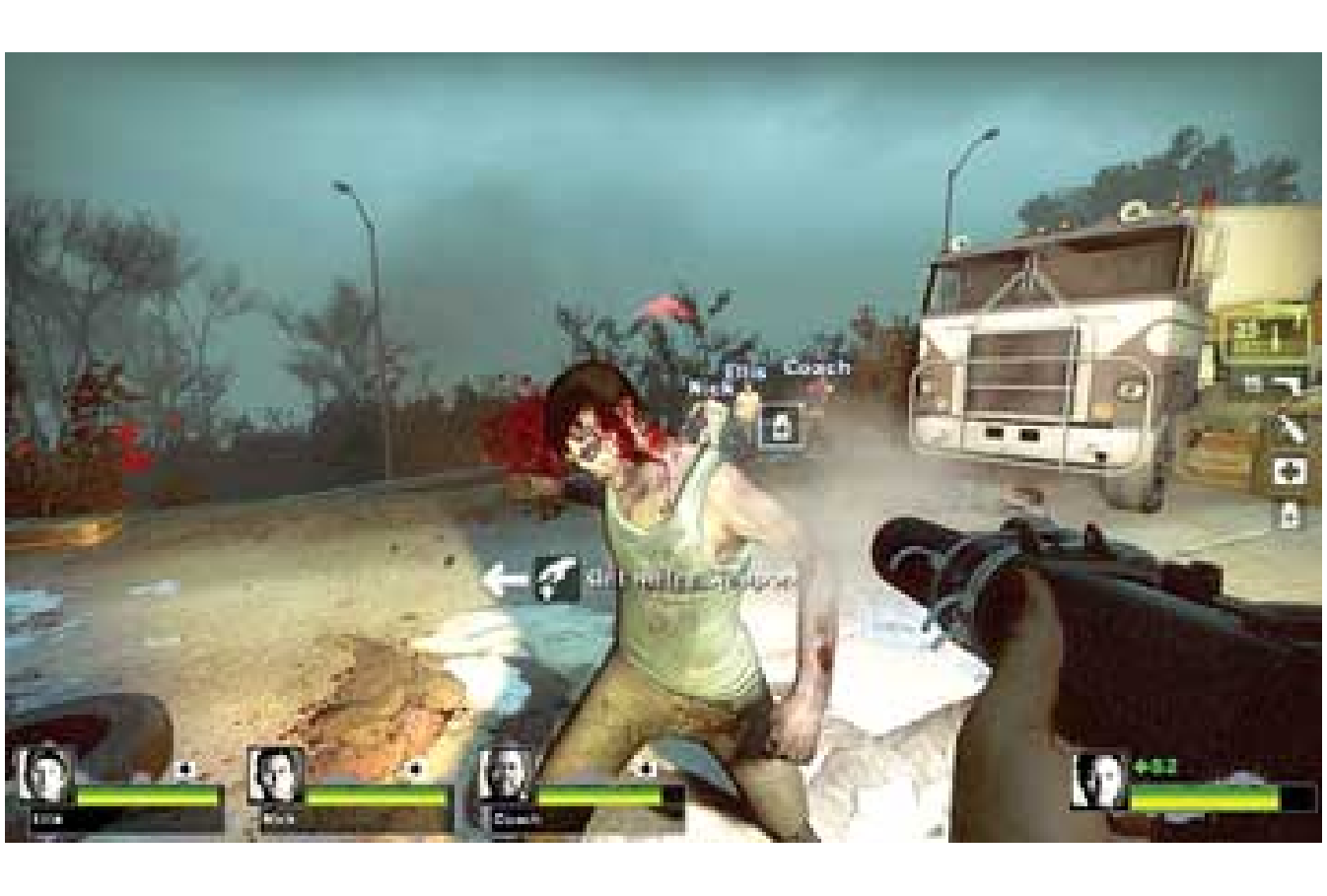


1C

Scramble toward the off-ramp, but be prepared for enemy ambushes. The higher vehicles (such as the coach liner) offer protection for the more wily Infected.

Step onto the right side of the highway, cutting down foes where they shamble, and look for the 35 mph sign; head to the right of that and down the off-ramp when you wish to continue.

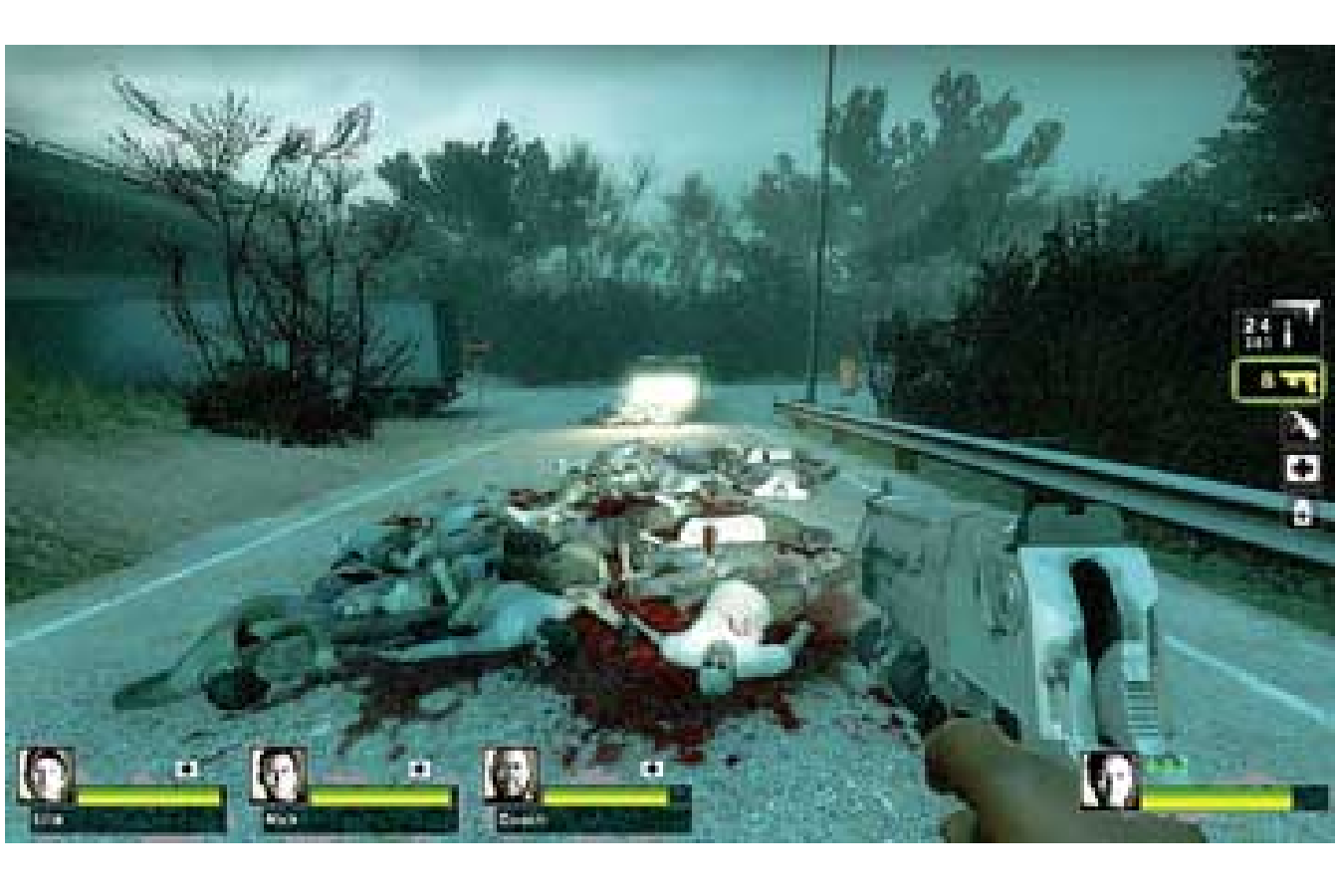
There are a couple of longer routes that allow you to access the off-ramp, but these involve weaving between the coach liners ahead of you at the start of the bridge and moving through the vehicles.



1D

Expect attacks and mass Infected charges as you go; be sure your team is checking in all directions. Additional Items (and corpse piles) can be found at a small campfire area with sleeping bags and barricades of luggage if you choose a more lengthy route off the Interstate.

The Military's Land Stand



1E

No matter whether you head down the off-ramp or grass-verge from the bridge, you end your Interstate excursion by running past numerous corpse piles of dead Infected as you reach a military vehicle.

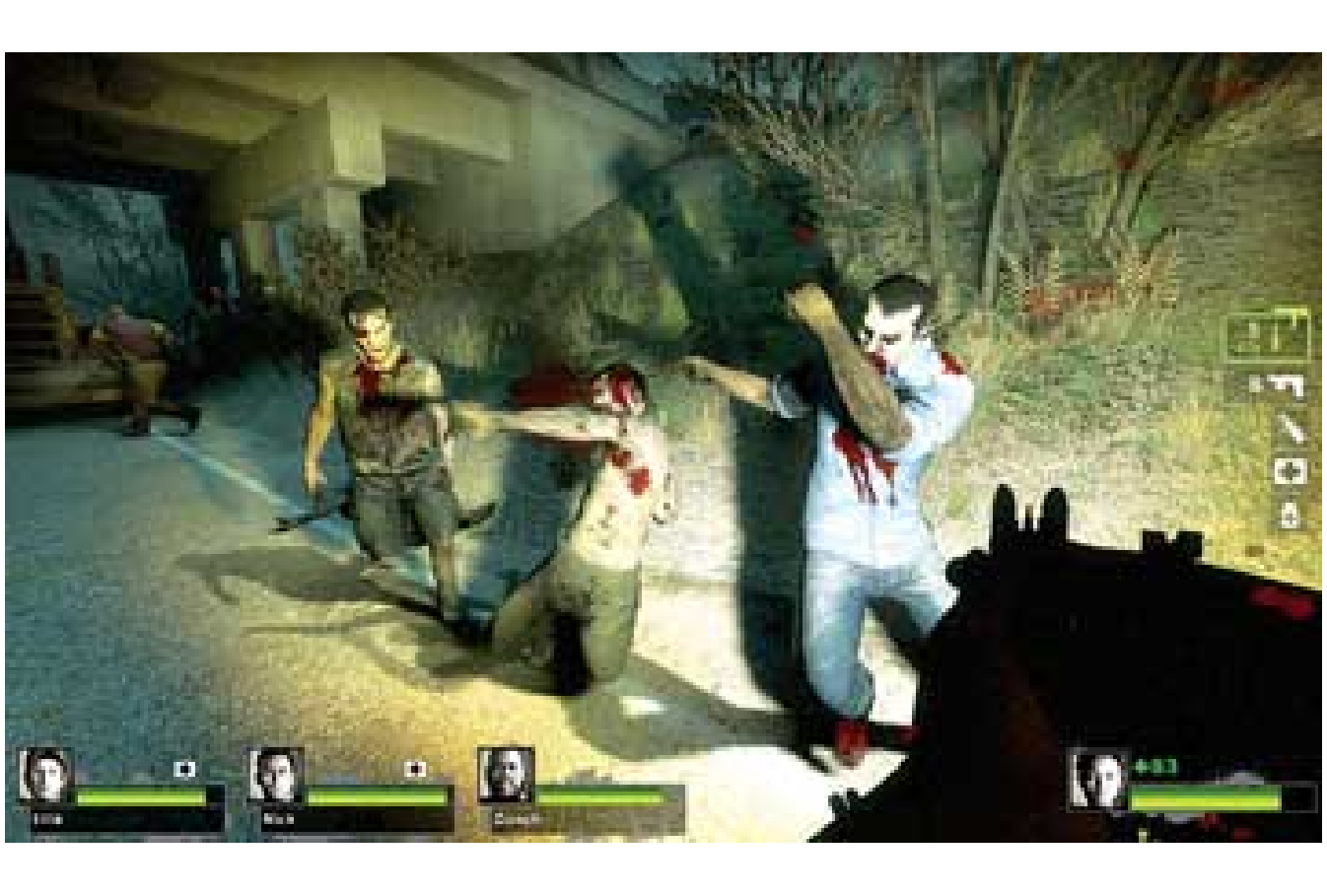
The massacre was most likely inflicted from this point, as there are often items to the side of the vehicle.

Chaos under the Bridges

This is where the action takes a turn for the terrifying, as you're forced under two bridges and you're at the bottom of a steep bank on either side, allowing enemies to easily attack you from all angles.

Expect a forceful attempt by Special Infected at this point; you may be attacked from the highway bridges above you, as well as the thickets or dark concrete supports under the bridges.

Stay relatively close as you move under the first bridge; splitting up is just asking for a straggler to be pounced on. Make sure one of your team checks behind you for masses of Infected heading down the off-ramp, and don't venture too far toward the motel if you're fighting more than a few Infected.

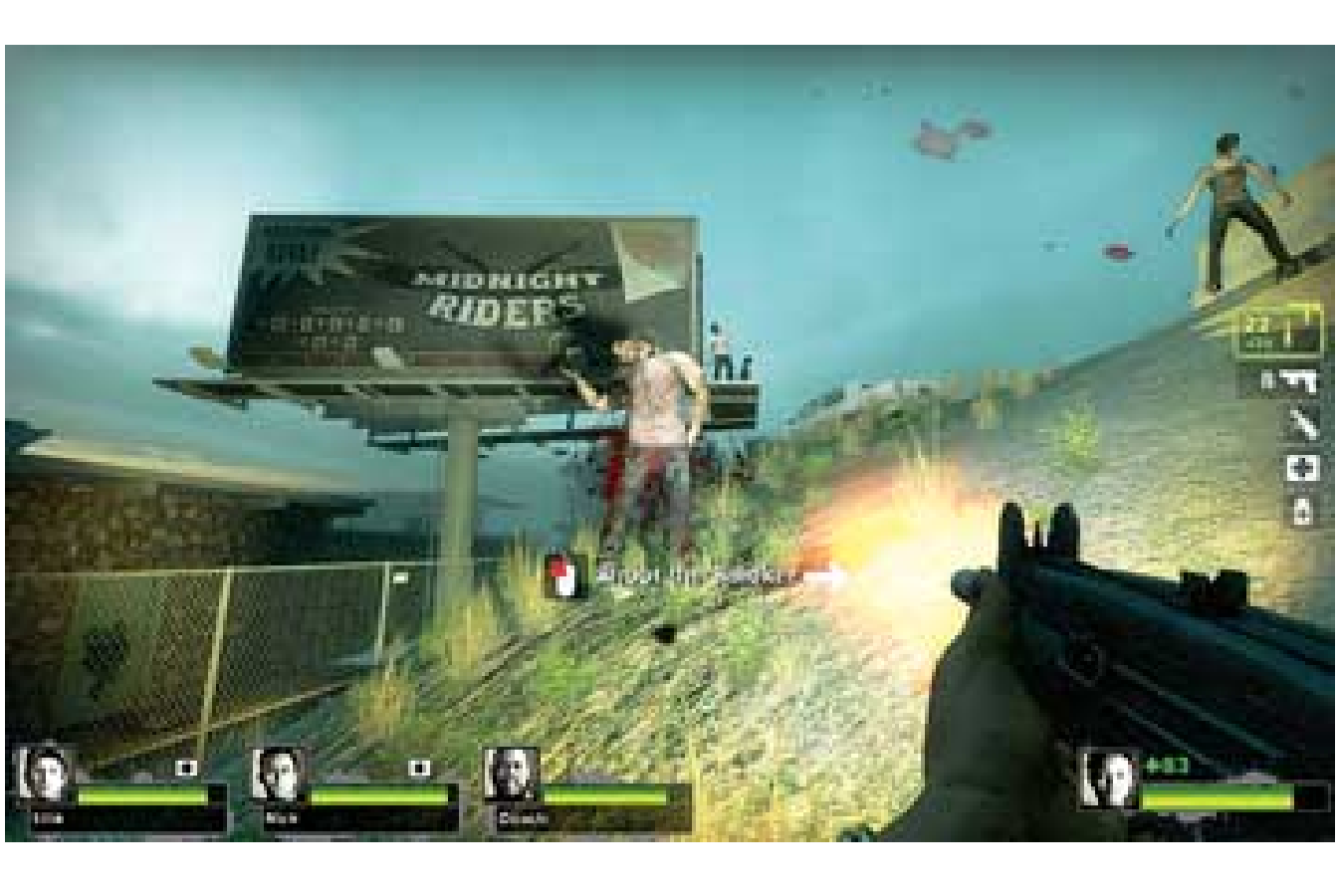


1F

Move between the two bridges where you're likely to be attacked on both sides, but especially the grassy hill to your left.

From this point, you can choose to approach the motel from two different areas: the roof or the ground. (Ideally all the team should head in the same direction, but you can also split into two pairs.)

Motel Massacre: Up on the Roof



For a more stealthy approach to foe disposal, make sure all of your team are in agreement and then move to the Midnight Riders billboard that overlooks the motel.

This is achieved either by heading up the grassy hill at Location 1F and then moving across the second highway bridge before hopping on a car roof and onto the billboard sign.

Or, you can move under the second bridge and climb the grassy bank on your right to reach this area.

Note

The Midnight Riders billboard overlooking the motel also has a ladder up its central pole, which is another method of accessing this landmark.

Once you're up on the billboard with your entire team, you can usually locate a Hunting Rifle and begin some long-range takedowns of the lumbering foes in the motel's parking lot.

With one of your team checking to see you aren't being outflanked by foes on the grass below, continue culling Infected until no more targets present themselves.

Next, drop down to the motel office roof (1G). Although you can head down to the ground if you wish, the motel roof offers continuous and excellent vantage points, and masses of foes can be knocked down or blasted if they try to climb to your position.

You can hold out here for quite a while; the only enemies to fear are Special Infected. A Charger can knock you off this roof with a real wallop, for example.

Tip

Now is the time to lob down a Belt Item; defeat multiple enemies and clear the area quickly before you clamber down.

At some point, you'll need to drop down to the motel ground, but if foes are plentiful you can stagger this by having two of your team land on the parked coach liner.

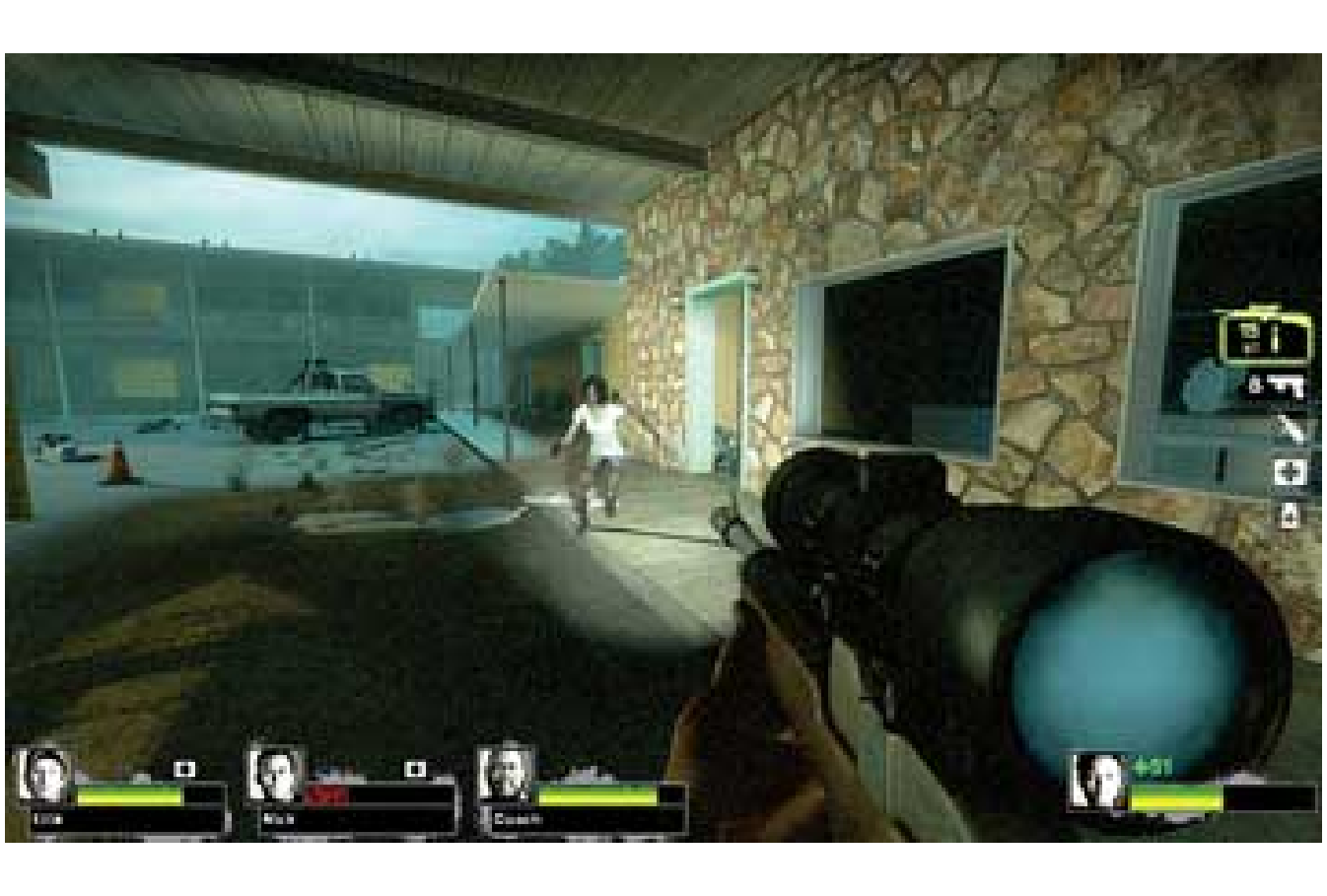
If you stand back-to-back, you'll cut down anything attempting to clamber up at you! This route is precarious, but it can be safer if you prefer ranged combat.

Tip

You also can drop down onto the motel office roof (1G), and then immediately cross to the first stairwell to the right of the parked military vehicle without even touching the ground! However, this alternative route isn't as safe as heading across the parking lot (1H).

Motel Massacre: Down on the Ground

A more measured approach that allows easier circle-strafing and potential dodging around foes is to stay on the ground, cross under the bridge, and enter the motel at the jack-knifed truck.



1H

This takes you into the parking lot (1H), which is filled with foes that haven't seen you yet. Take this opportunity to decapitate as many as you can before they charge.

The fighting should progress to one of three locations; you can hole up inside the motel office, which offers protection and ways to funnel Infected into the room so you can waylay them as well as Melee them (but be sure to guard the doors and windows so you aren't overwhelmed).

There are also two motel rooms adjoining the office (where the pickup and car are parked) that offer similar protection. Both locations have items to scavenge.

Otherwise, fight foes in the parking lot, or swimming pool; the low walls and vehicles offer protection and hiding places for both you and your Special Infected foes!

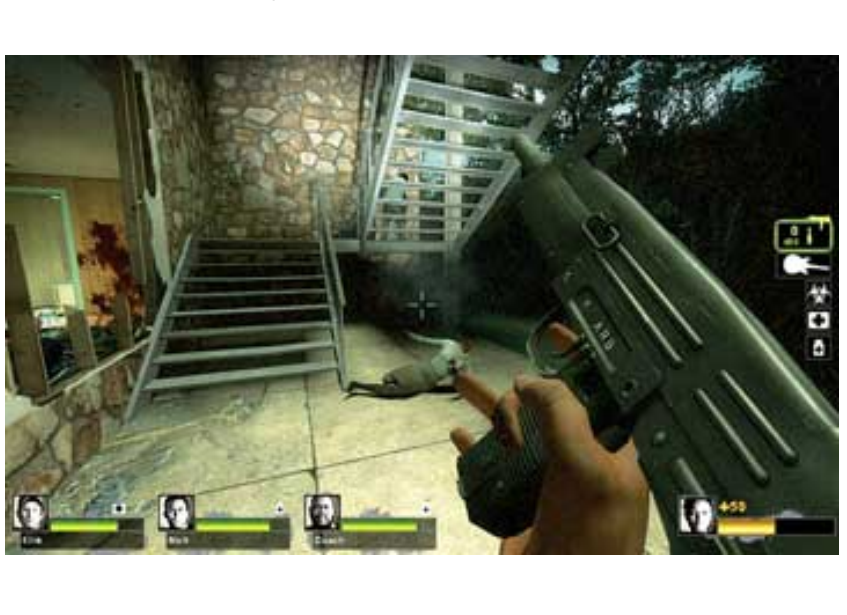
Caution

Don't step on a car or shoot one that has an alarm or you'll have additional motel guests you didn't need to massacre!

Housecleaning

When there's a lull in the bloodshed, a quick inspection of the motel grounds reveals a mesh fence along the far wall of the swimming pool that is preventing your progress (but not the Infected from climbing over or spitting through it).

As you never wish to remain in one place for long, you need to follow the escape route, which involves maneuvering along the balconies of the two-story motel.

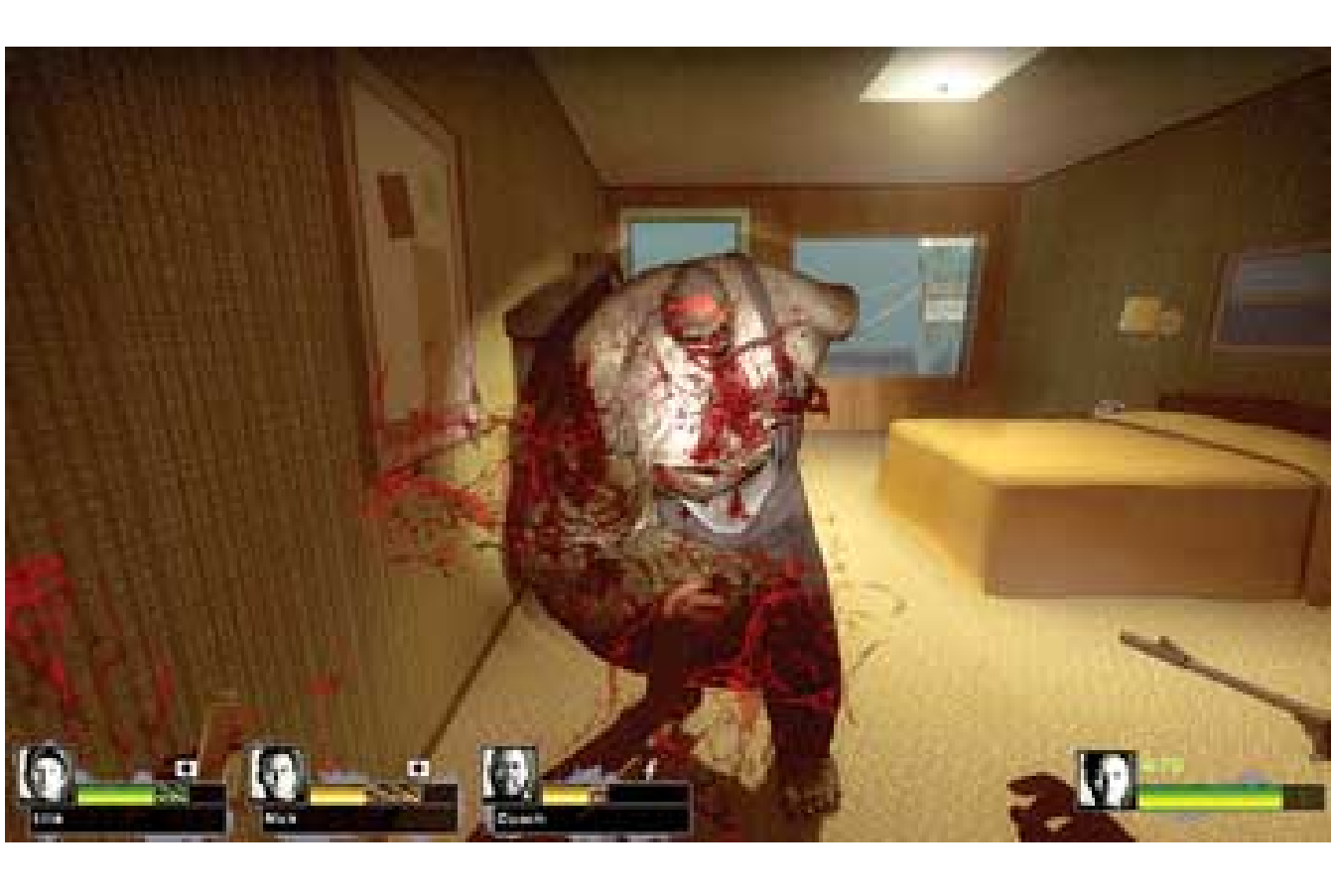


There are two stairwells. The first is adjacent to the office building and ground-level rooms, to the right of the parked military vehicle. The other is accessed via the parking lot.

Move between the buildings in the far corner and head up this set of steps, as it is preferable to move to the upper balcony location (1I) via the parking lot, rather than the narrow balconies in front of the motel rooms.

Tip

If you have the time or patience, you can ransack every one of the motel rooms. Some have items in them. Some have hiding Infected. However, this is unnecessary, and certainly not recommended in Versus games. Get out while you can!



1I

Move along the narrow landing balcony to Location 1I, a gap in the floor that forces you to scramble right, into a motel room.

Work as a team; one teammate goes through the window, the other opens the door. Two others following behind, providing covering fire and checking the balcony and outside for signs of more Infected.

Once you're all inside the room, fight any foes as you step left through the gap in the stud wall to a second room.

This room has a boarded-up door and a window you can gaze out of, but this is still over the balcony gap. Instead of staying here, move into the second room's bathroom.

Pass through into a third room's bathroom and head through this room and out of the window to the continuation of the balcony.

Don't be surprised if you're swarmed at this point. This could be a good time to switch to a Melee Weapon; move around the remaining balcony to a third (and previously inaccessible) stairwell (picture 4) while watching for troublesome foes as you descend and flee the motel for good.

Tip

If the constant stream of Infected is causing team consternation, remember you don't have to kill every single one of these foes. As you reach Location 1I, you may wish to lob a Bile Bomb or Pipe Bomb into the parking lot to clear a path to the woods behind the motel.

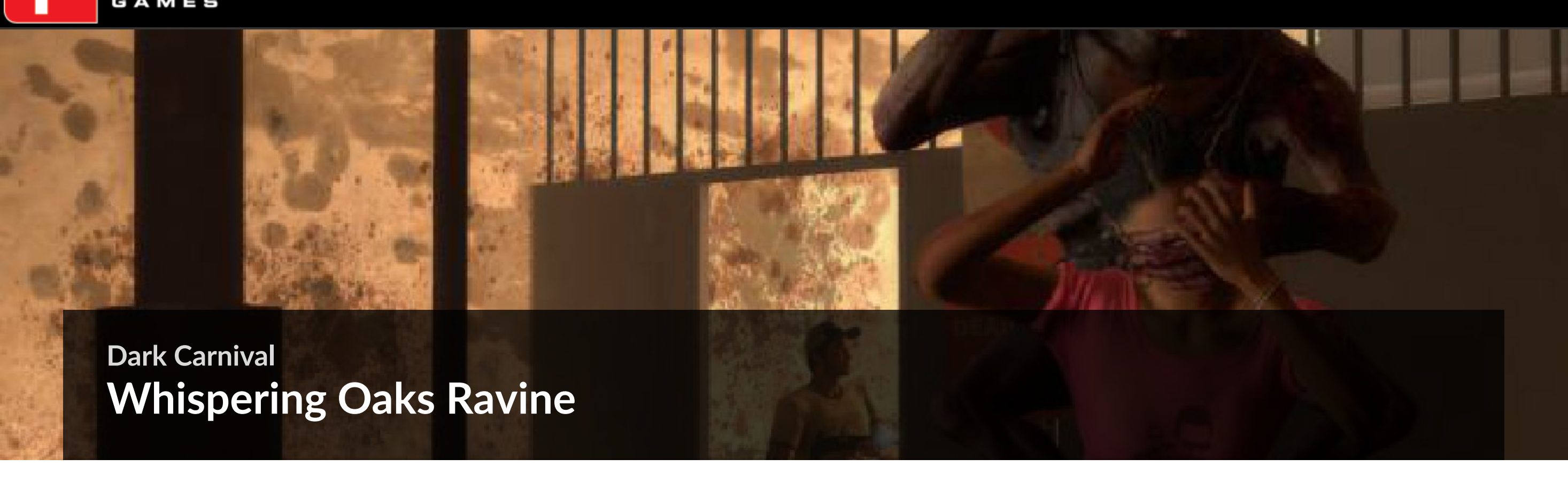
Effective Infected

If you're working as a team, begin by using the larger vehicles on the interstate to hide behind and catch Survivors as they pass. Cause the maximum amount of chaos throughout Area 1 by coinciding your attacks with mass attacks by the Common Infected.

If you can pounce on a Survivor or charge them (picture 1) as they reach the bridge, they are waylaid additional moments. Areas with vertical structures, such as the bridges and second floor of the motel, allow you to leap from locations that are inaccessible to humans.

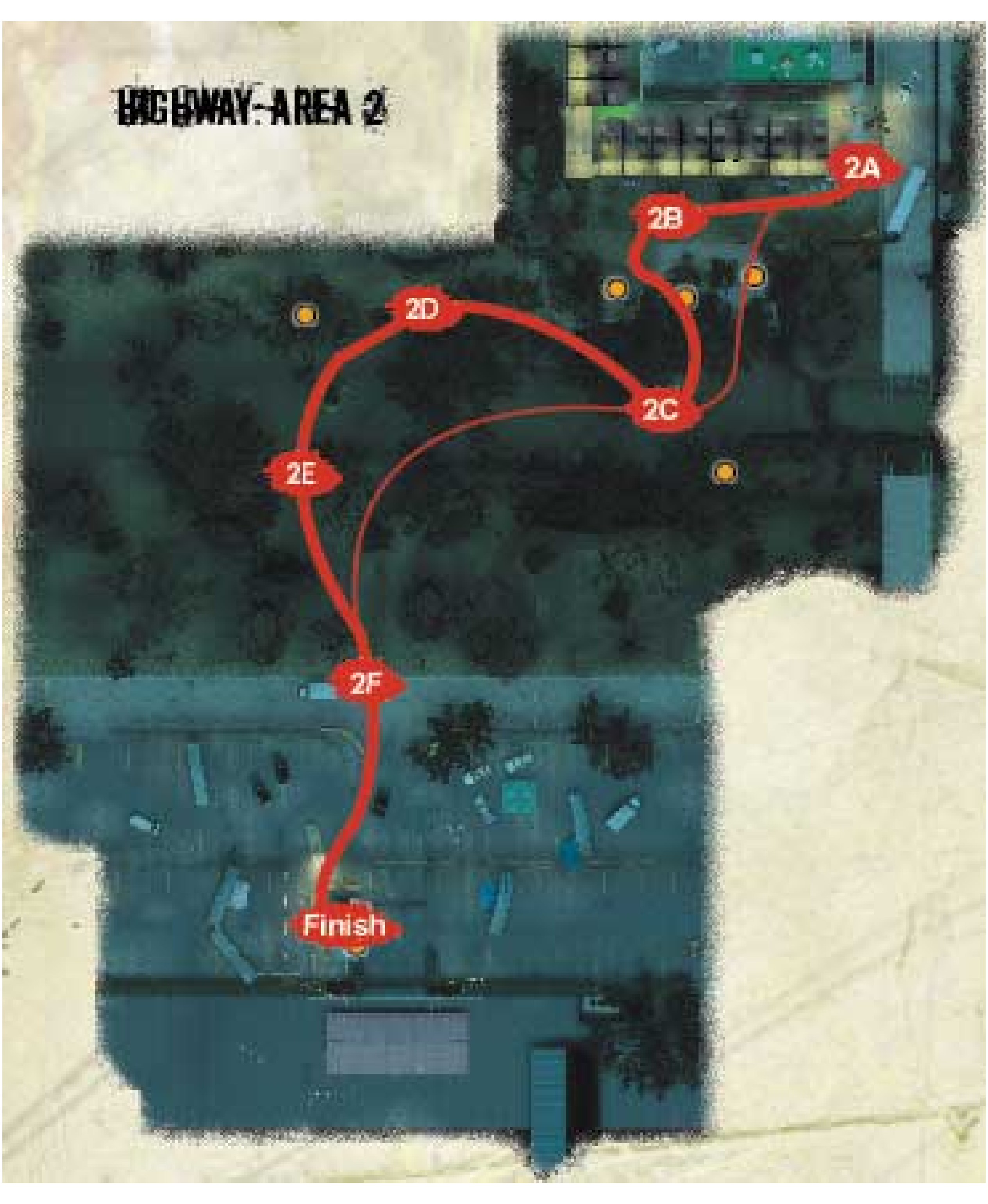
Hiding in motel rooms is also an excellent plan (picture 2). It's extra scary for Survivors to peek inside a bathroom and receive an unexpected tongue-lashing. Or steer them off the balcony and back down to the ground!

Focus your final set of attacks at Location 1I, which is a difficult area for them to navigate through, and if you can ride, charge, or bewilder your foes into falling back into the parking lot, they will waste a colossal amount of time.



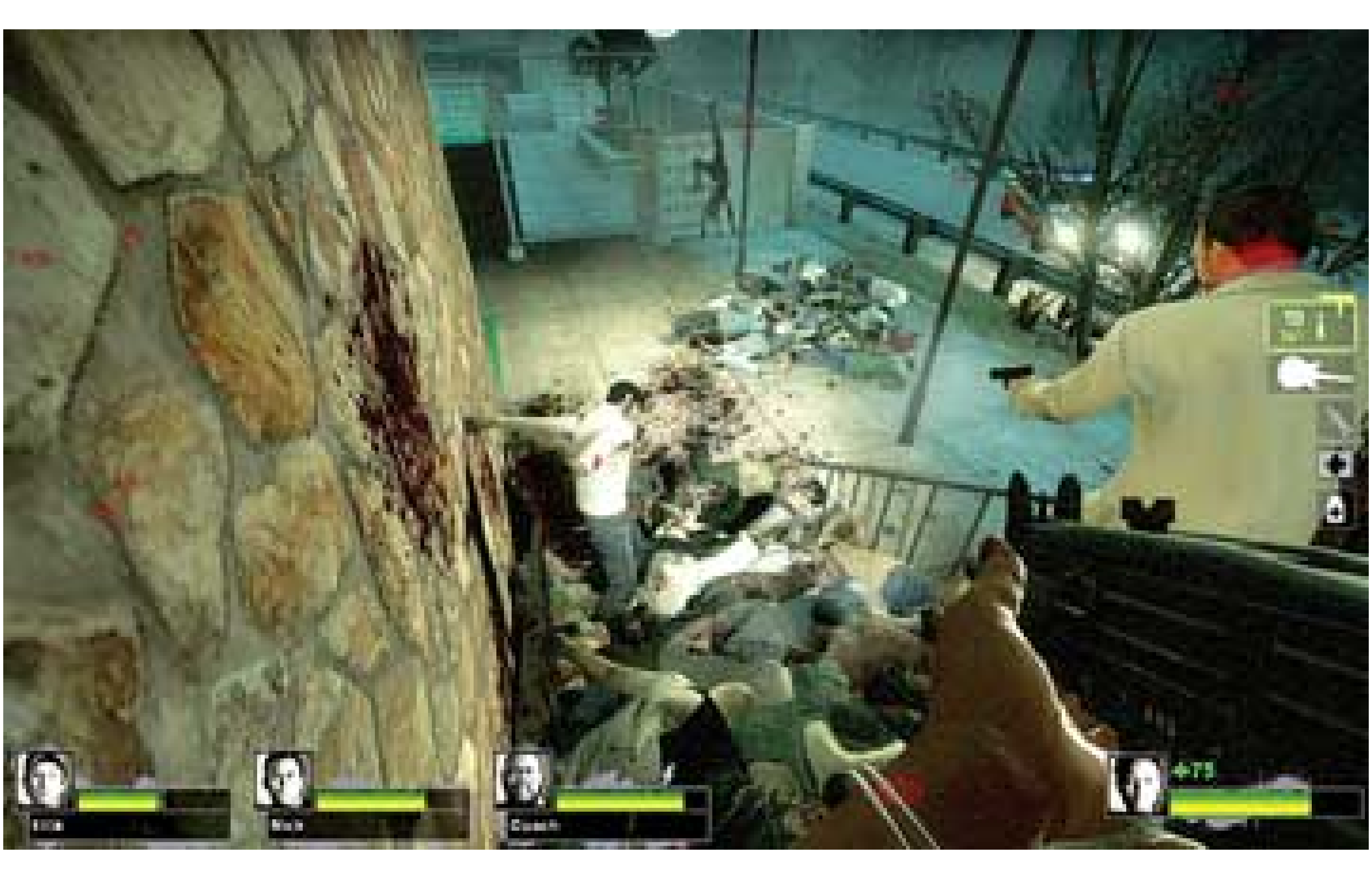
Dark Carnival

Whispering Oaks Ravine



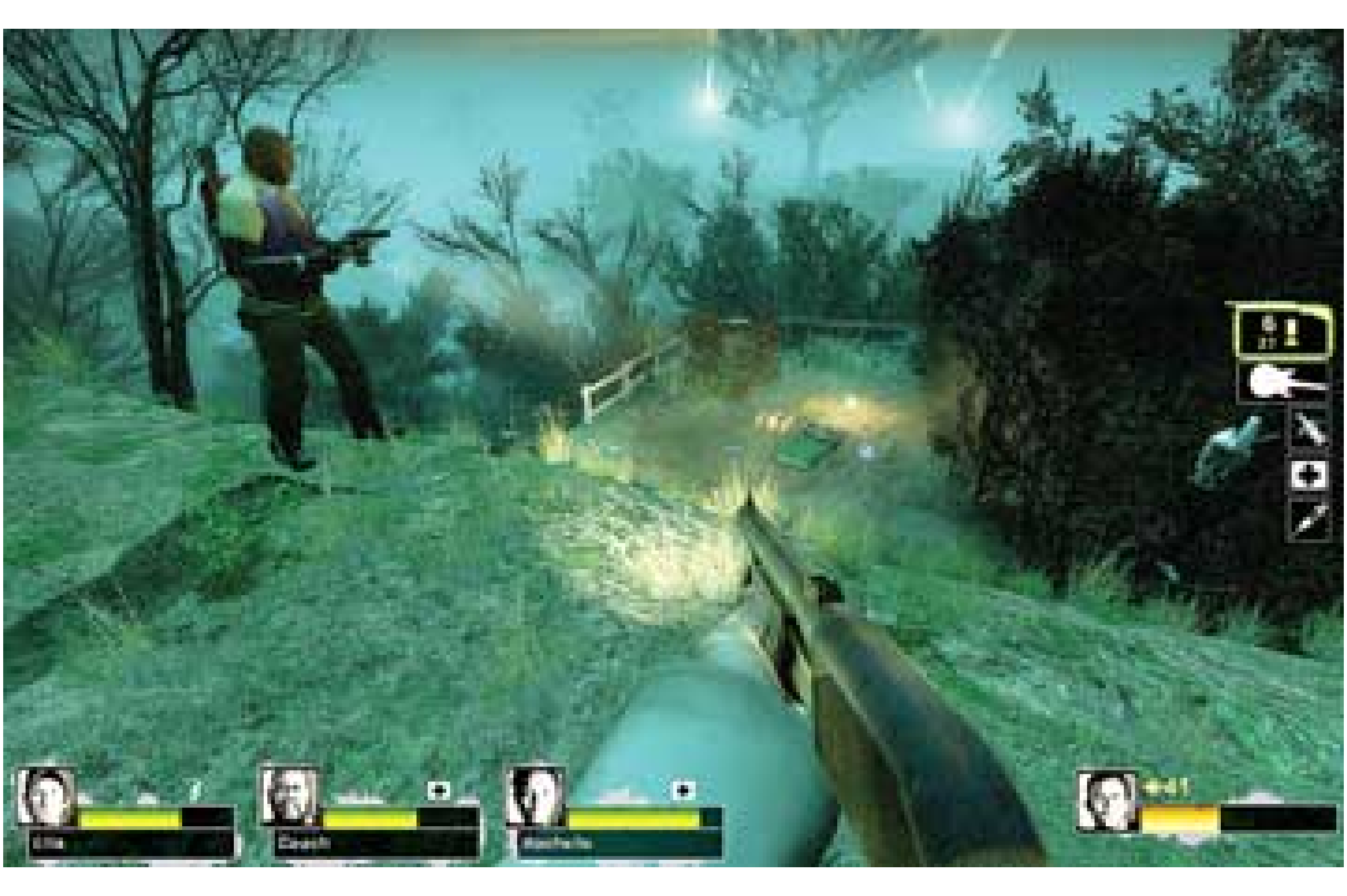
Atop the Cliff—Ravine Entrance

Down on the ground after carving your way down the third motel staircase, you'll see a straight road with a police car on it running parallel to the motel.



2A

It is devoid of Items (the only problem are lurking Infected), so ignore this road and search for the trail of flagstones around the back of the motel. To your left is a steep ravine, which you can skid down immediately.



2B

A far better plan is to continue along the top of the cliff to a grassy promontory (picture 2). Move down to this area, which offers views of the Whispering Oaks Fairground in the distance. Inspect the sleeping bags and take the items on the promontory.

Drop from the Top

2C

From the promontory, make sure all of your team are embarking on the subsequent descent at the same time, and begin to skid down the earthen ravine.

Look at the guide map; the light sections of the ravine wall are too steep to stay on without sliding, so prepare for a slip.

If you're interested in the (random) items on either of the lower grass promontories, stand directly above them before you slide.

At the bottom of the ravine is a series of wading pools. Prepare for immediate evisceration and fend off possible undead incursions from the bushes.

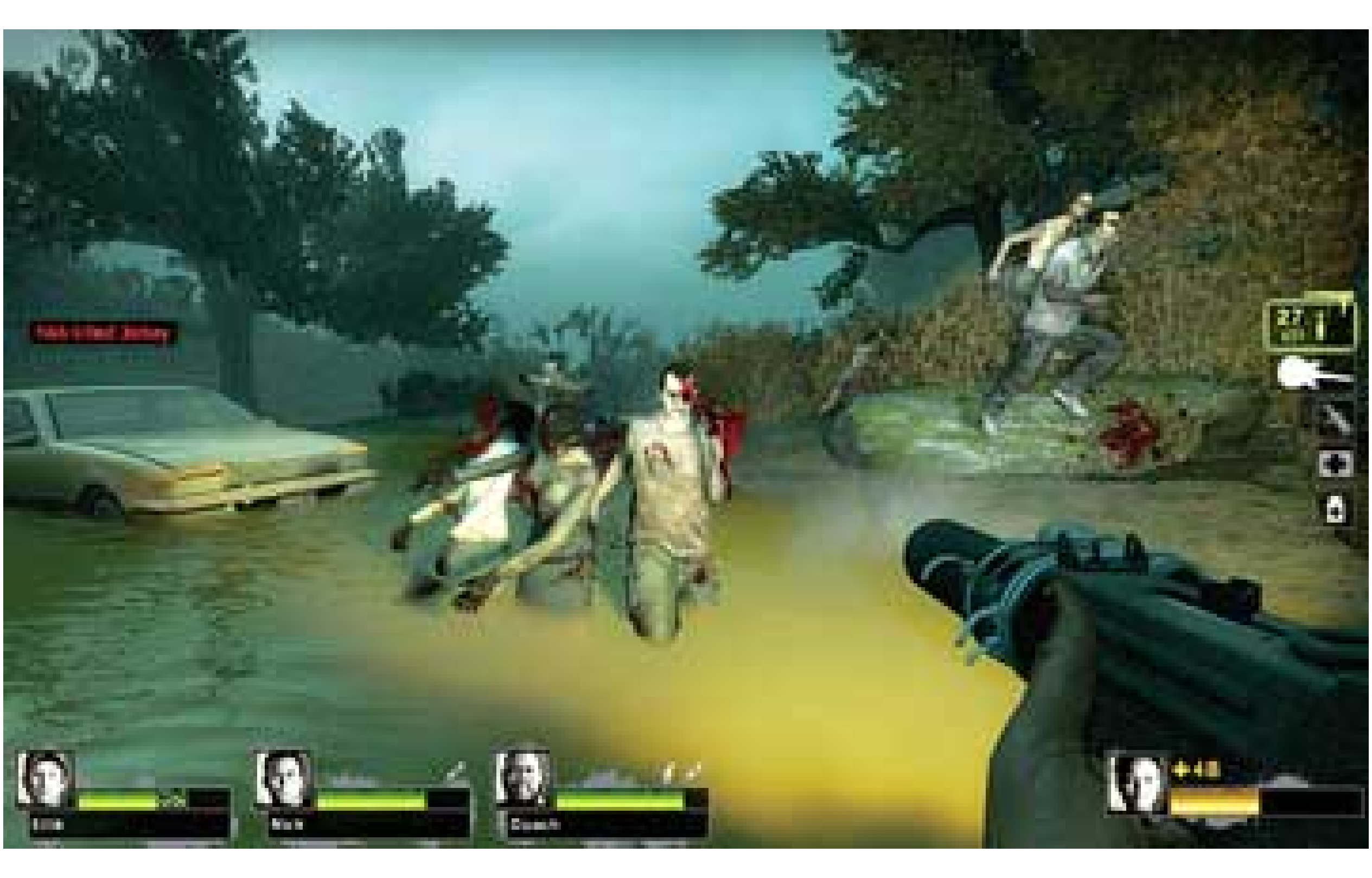
Death at the Bottom

2D

Standing in the middle of the ravine, or wading through the shallow water is an excellent way to perish quickly if you're swarmed.

Instead, stay on the initial, near side of the ravine so you're only being attacked from your left. Pay special attention to the trees and bushes; seek and destroy any Special Infected that think they can get the better of you.

When every team member is ready, follow the bank of the river (now wading pools) between the trees, killing anything not called Ellis, Nick, Coach, or Rochelle.



At some point, you must cross the shallow river. The safest area is the open water with the half-submerged car.

There may be items to snag nearby, as well as a mass of Infected dashing in from the weeds. Cross the water one or two at a time so other team members can provide covering fire, and always check behind you.

Use the car as a stepping stone if you wish. Unless you're interested in outhouse construction in the Deep South, ignore the ramshackle restroom.

Up the Other Side

2E

Locate this position across the other side of the river; it offers an accessible route up the opposite side of the ravine, which is fortunately less steep, but unfortunately features more ravenous undead to deal with.

It is important when navigating this hilly terrain that you stay reasonably close to each other so you can watch each other's backs and quickly react to a sneaky Special Infected attack from the numerous shadowy shrubbery.

Tip

Is it going badly for you or your team? You're almost at the Safe Room, so you may want to simply jab yourself with Adrenaline and sprint up the ravine, across the fairground parking lot, and dive into the Safe Room instead of slowing to a crawl.

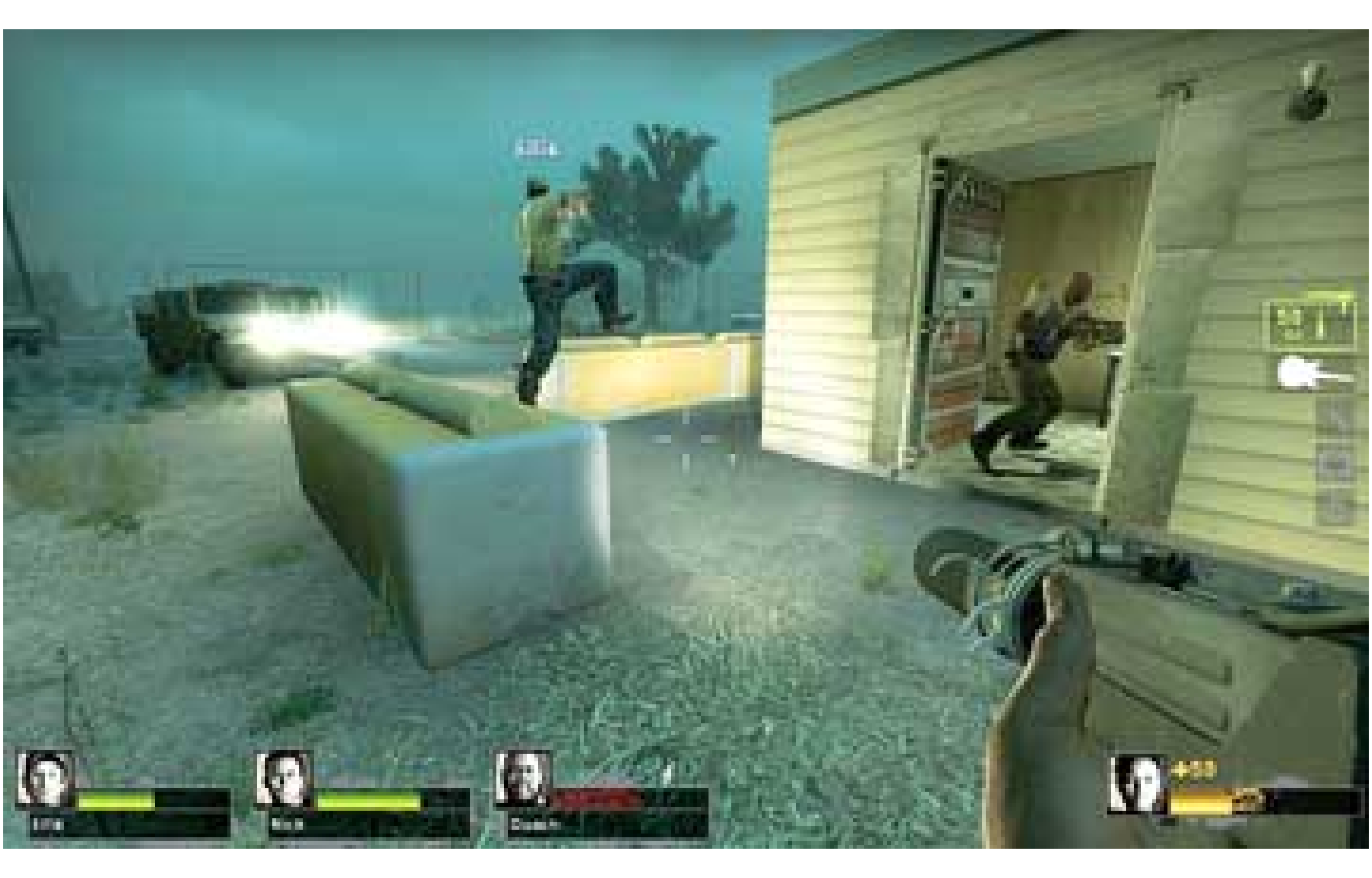
Caution

You may encounter a Witch in or around the ravine. Turn flashlights off, give her a wide berth, and quickly pass this weeping monstrosity unless you like losing health.

Welcome to Whispering Oaks

2F

Stagger to the top of the hill, and prepare for the final push. You may be set upon by multiple foes (watch for enemies heading up the ravine behind you) so stay together as a team, concentrate on the more pressing targets such as Special Infected, and use the large open flat area to strafe and dodge enemy attacks with ease.



Continue into the parking lot, or (if the fight isn't going well), optionally head into the back of the white truck for safety (assuming you can swing a Melee Weapon).

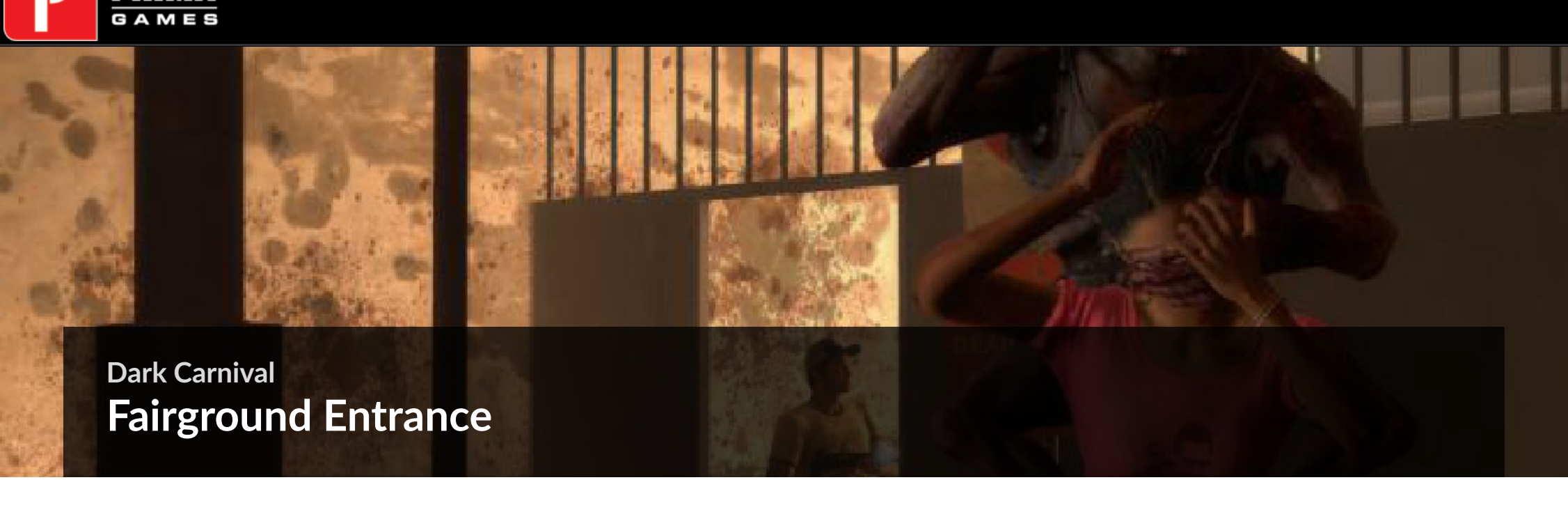
Be extremely careful you don't summon the Horde by knocking or shooting any of the parked cars with alarms.

Instead, concentrate on rushing to the Safe Room; remember your objective is to stay alive, not blow the heads off everything.

Effective Infected

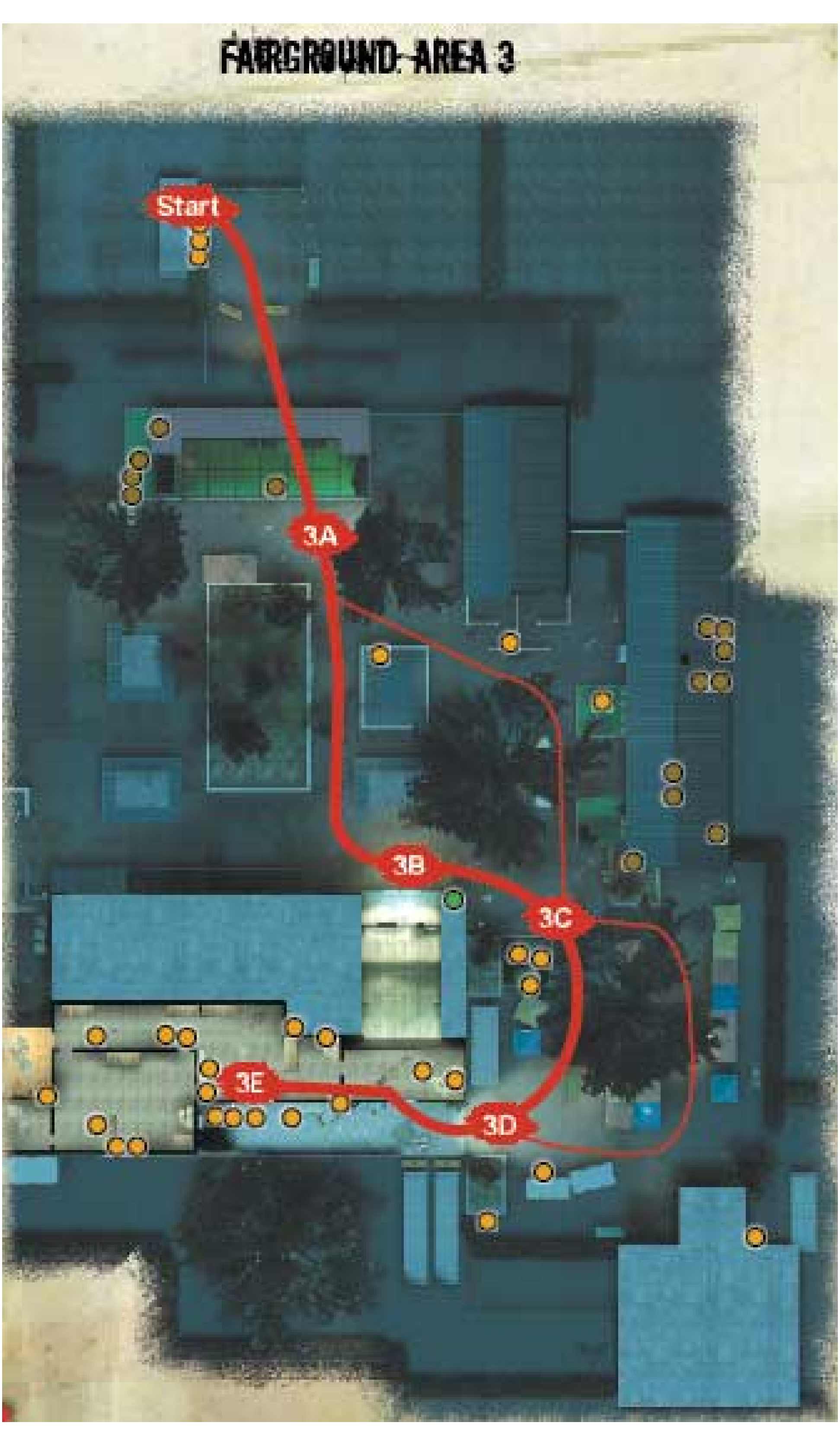
The top of the ravine before the slide down is an excellent place to grab a Survivor and kill them off. Wait for the other Survivors to slide down the ravine, then kidnap, charge, or ride (picture 1) the hapless human to their doom! Meanwhile, down in the ravine, time your Special Infected attacks with any Tanks and Witches that may appear, and use the copious dark bushes to ambush foes, leaping in when they're slowed down by wading.

The ravine bank on the opposite side is another classic ambush point, but a better place to really impede the Survivors' progress is in the parking lot before the Safe Room. If you can steer or drag a Survivor into a car to set off its alarm, so much the better. To cause real pain, have a Charger (picture 2) grab a foe and run off the ravine and back down into the river with them!



Dark Carnival

Fairground Entrance



None of the Fun of the Fair: Fairground Overview

The Whispering Oaks Amusement Park features all the fun of yesteryear with the added fun of the ever-present zombie apocalypse.

Three carnival games feature fabulous prizes (OK, a gnome), which can be yours if you can convince your team to halt the incessant hordes for long enough.

Cross through the pathways between the barker huts, cut through a warehouse (Area 3), and enter Kiddieland, now definitely an adults-only place to visit.

You need to head to an alleyway, then up onto the roof, and down the slide (Area 4) before you're overwhelmed. The tension increases still further at the carousel (Area 5), which needs to be activated before you can flee to the Safe Room inside the entrance to the Tunnel of Love.

+ The Peanut Gallery is optional, and with enough points, you receive a gnome that must be carried to the escape helicopter in Area 10.

+ You have better visibility and copious weapons to pick up. Also, thrown weapons (such as the Pipe Bomb) are effective here.

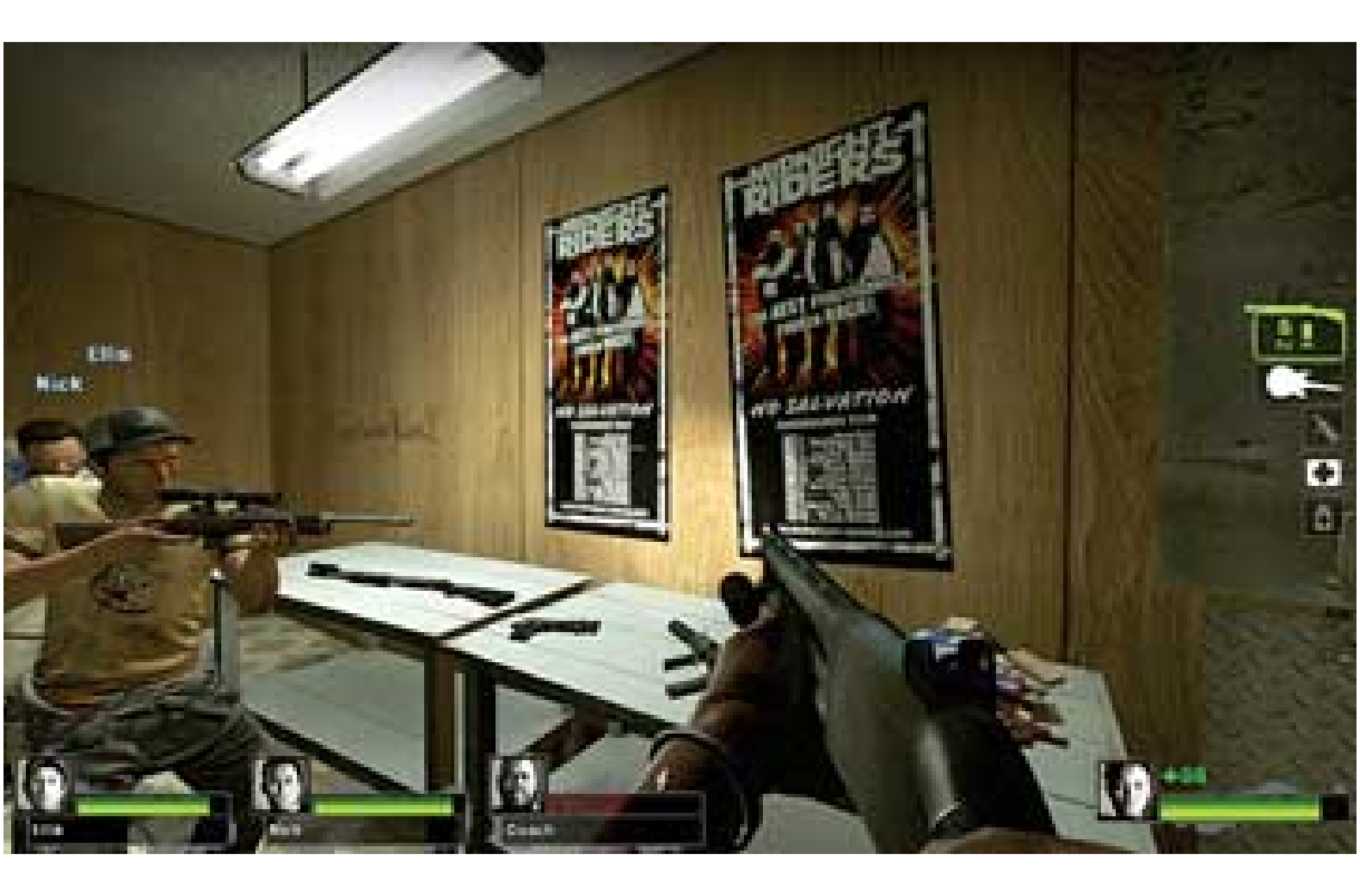
+ The carousel does not need to be switched off; you can slice your way to the Safe Room if you're all fast enough.

- The Infected have multiple corners (and rooftops) where they can hide and ambush you, so be ever-vigilant as you progress.

- Special Infected at Kiddieland can cause problems as they use the elevated train tracks to drop down on you!

- Approach the carousel with extreme care, as the drop from the carpeted balcony is too far and you can't return to the balcony.

Too Dark Park



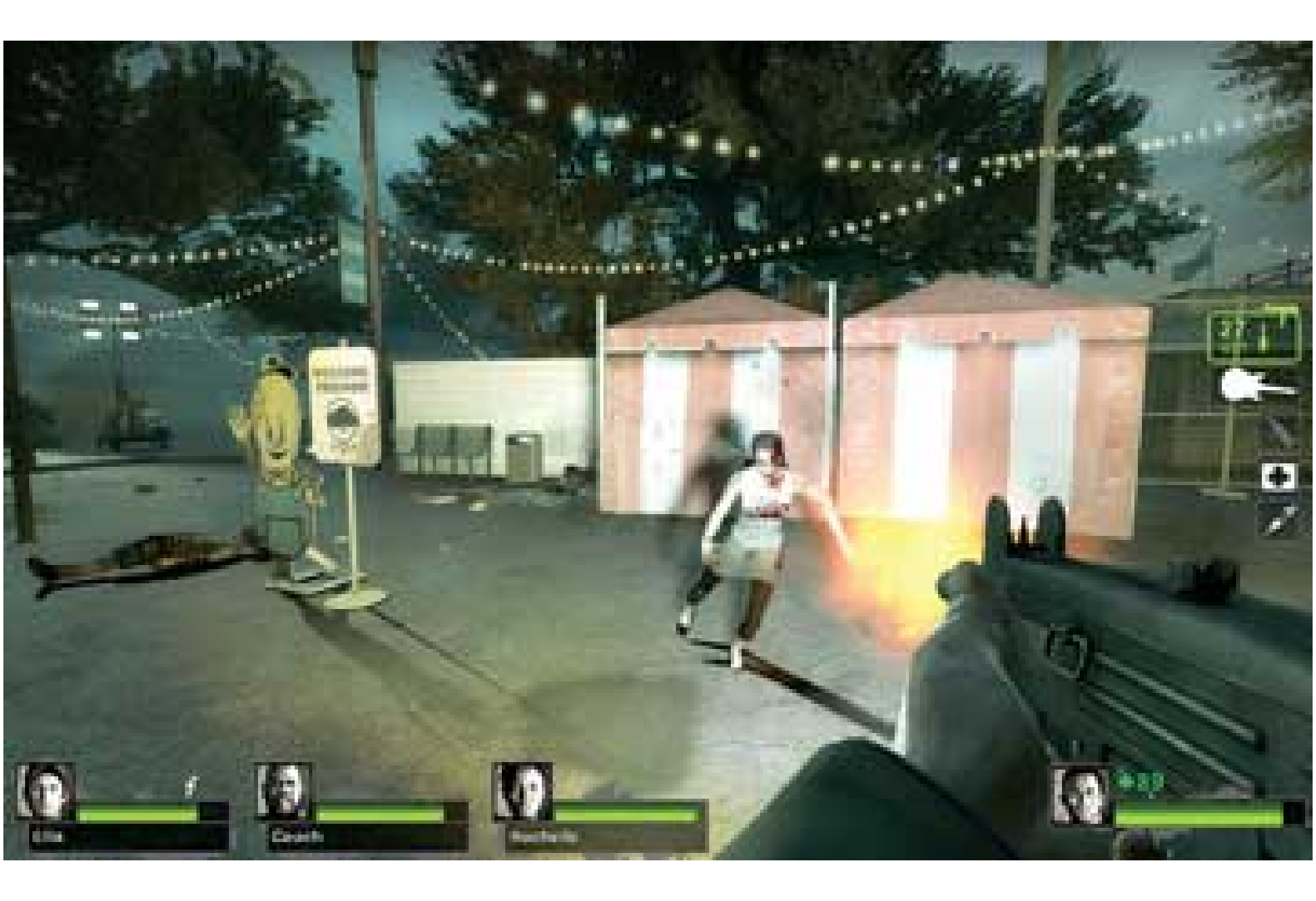
Start

Coach lets out an excited squeal; the Midnight Riders were playing this venue, and Coach has all of their albums, even the new stuff that ain't that good! Perhaps their fabled pyrotechnics might help you later on in this outing?

For now, exit the Safe Room and step out to check out the massive illuminated sign you saw when you scaled the ravine.

Move through the entrance huts, taking care to check the fenced alleys to the left and right for Infected, and the huts' interiors for items.

You can step out into the area to the right, but you're fenced in ahead, which forces you to the left, past Lil' Peanut and toward the huts and restrooms.



3A

Tip

This locale is dotted with numerous small barker huts, larger buildings, trees, and fenced-off areas. This makes enemy ambushes a common occurrence, so watch your step and work in unison rather than fanning out too far apart.

And just because you can't climb over a fence to reach an inaccessible area doesn't mean the Infected won't. Fire through the mesh blockades to ensure your safety.

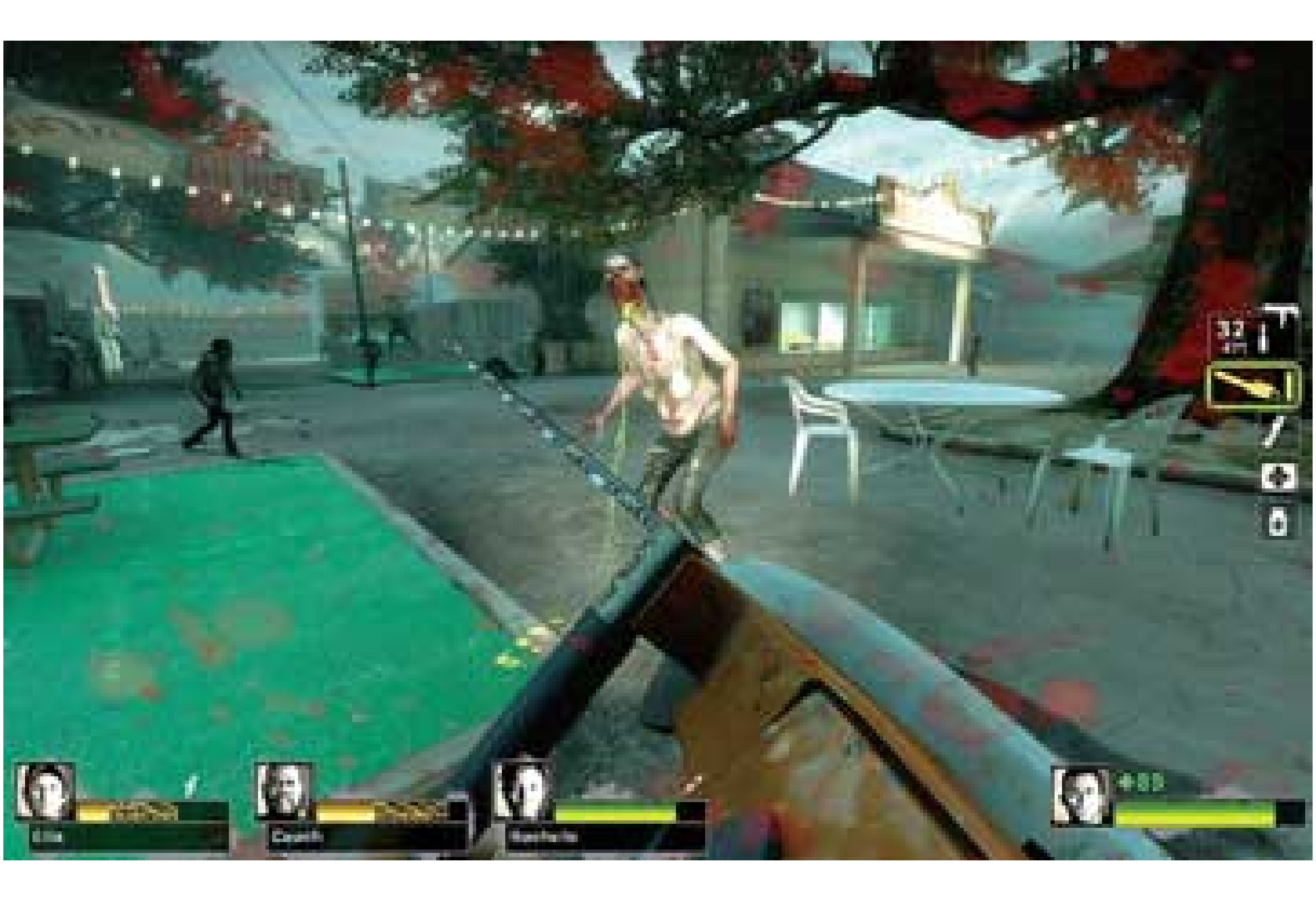
Going Nuts

Pass a carnival hut and a generator, optionally checking both restrooms for items and a few additional Infected (ideally while two of your team stand guard), and then survey the scenery.

If you haven't killed enough Infected, use a Belt Item (such as the Molotov) as there are plenty more to scavenge. During this time, you may encounter the Dark Carnival's Uncommon Infected: the Clown.

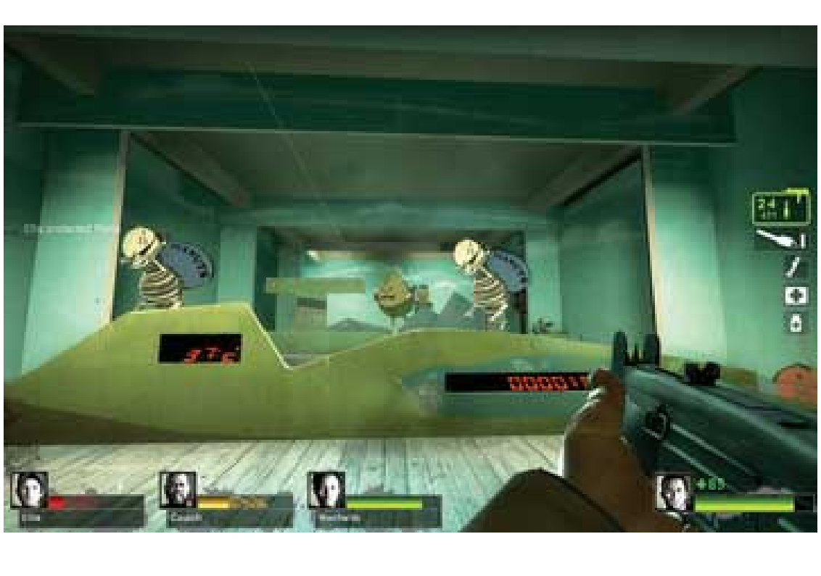
Make your mayhem methodical as you check the interior pizza kitchens along the left side of the courtyard. There are items and weapons to find and swap inside and out on the picnic tables here.

Then cut a swathe toward the first interactive carnival game: the Peanut Gallery. Choose to play the game if you wish, but be sure your entire team isn't transfixed by mechanical moustachioed characters: You may be attacked from the mesh fence or around the corner (3C).



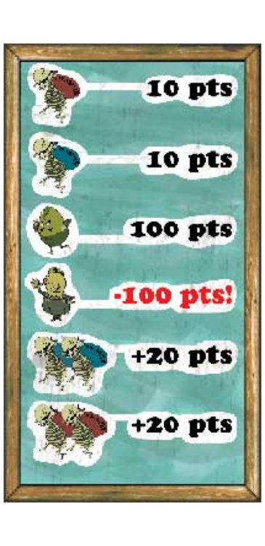
3B

Meet and Beat Moustachio: Peanut Gallery



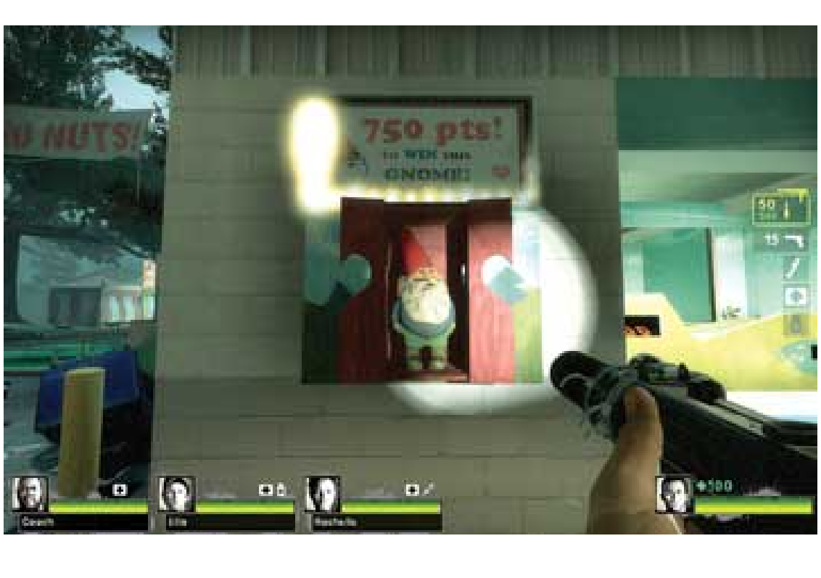
Guardin' Gnome

Your team's best sharpshooter(s), armed with either an SMG or a rifle (either Assault or Sniper), should attempt to play this game, which eventually frees Gnome Chompski from his tiny red cage (to the left). Press the red button, then you have 45 seconds to shoot as many Peanut Thieves and Mister Moustachios as possible. Avoid hitting Lil' Peanut. Note that the "double" Peanut Thief score (+20) occurs when one shot hits a Thief and a second Thief carrying the same color sack behind the first.



Make each shot count, and ignore any battles raging nearby; your remaining colleagues should be providing protection. Once the time is up and if you've scored 750 points, the gnome is released, but the insanity doesn't end yet. You must complete the rest of Stages 2, 3, 4, and 5 while carrying the gnome to unlock the Achievement. This involves dropping or throwing the gnome down holes or over fences, and taking it in turns to carry it or drop it while you're fighting. Check the Appendices for more information.

Meet and Beat Moustachio: The Roaming Gnome



There are some additional tactics to try both before and after Gnome Chompski is in your possession:

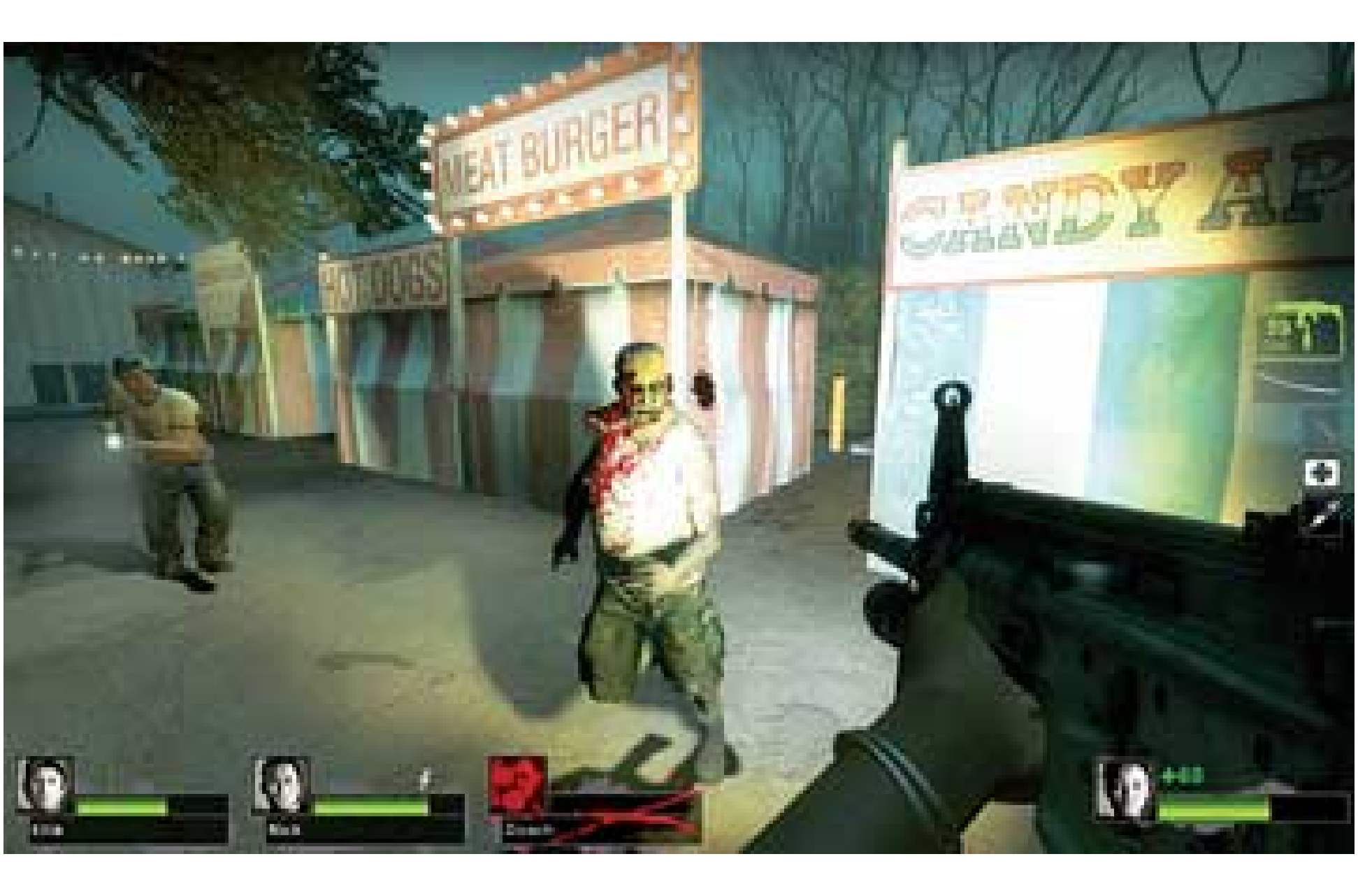
A Molotov thrown into the Peanut Gallery destroys all the targets (unfortunately, this includes Lil' Peanut). With luck, you can rake up the 750 points in seconds and grab the gnome with minimum disruption.

The entire team gets the Achievement if the gnome escapes with a live survivor in the chopper. Also, you should be holding the gnome during Safe Room transitions.

Taking the gnome with you causes problems as you can't fire weapons (and can only push Infected back) while carrying him. However, there are some fences to throw the gnome over before completing certain Areas:

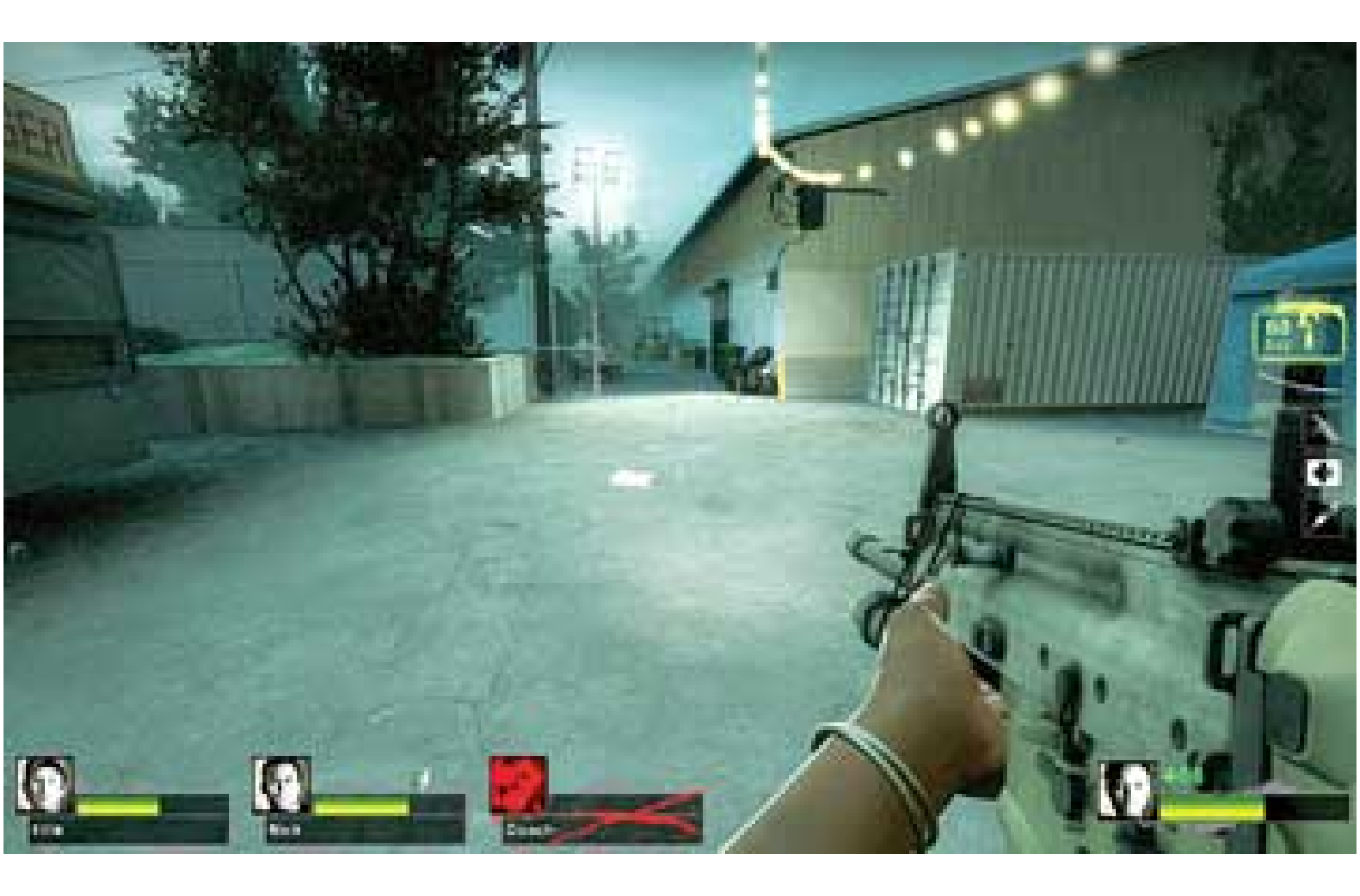
* Area 4: In Kiddieland, throw the gnome over the fence, so he lands at the bottom of the slide.
* Area 5: At the carousel, throw the gnome at the fence to the right of the switch that opens the gate (5C), so he lands on the elevated ground near the Tunnel of Love.
* Area 7: At the coaster (7E), throw Gnome Chompski at the fence to the right of the switch that starts the coaster.
* Area 8: After the bumper cars (8D), over the fence by the Safe Room (stadium) entrance.

Infected Hunt at the Huts



3C

Head around the corner of the Peanut Gallery, grabbing any items and weapons on the picnic tables, and then make a sortie around the dotted barker huts in this section of the fairgrounds.



3D

Although you can sprint quickly from Location 3C to 3D, there may be an item or two in a dead end close to the huts. This is a key location for a Special Infected ambush, though, so watch your sides and rear.

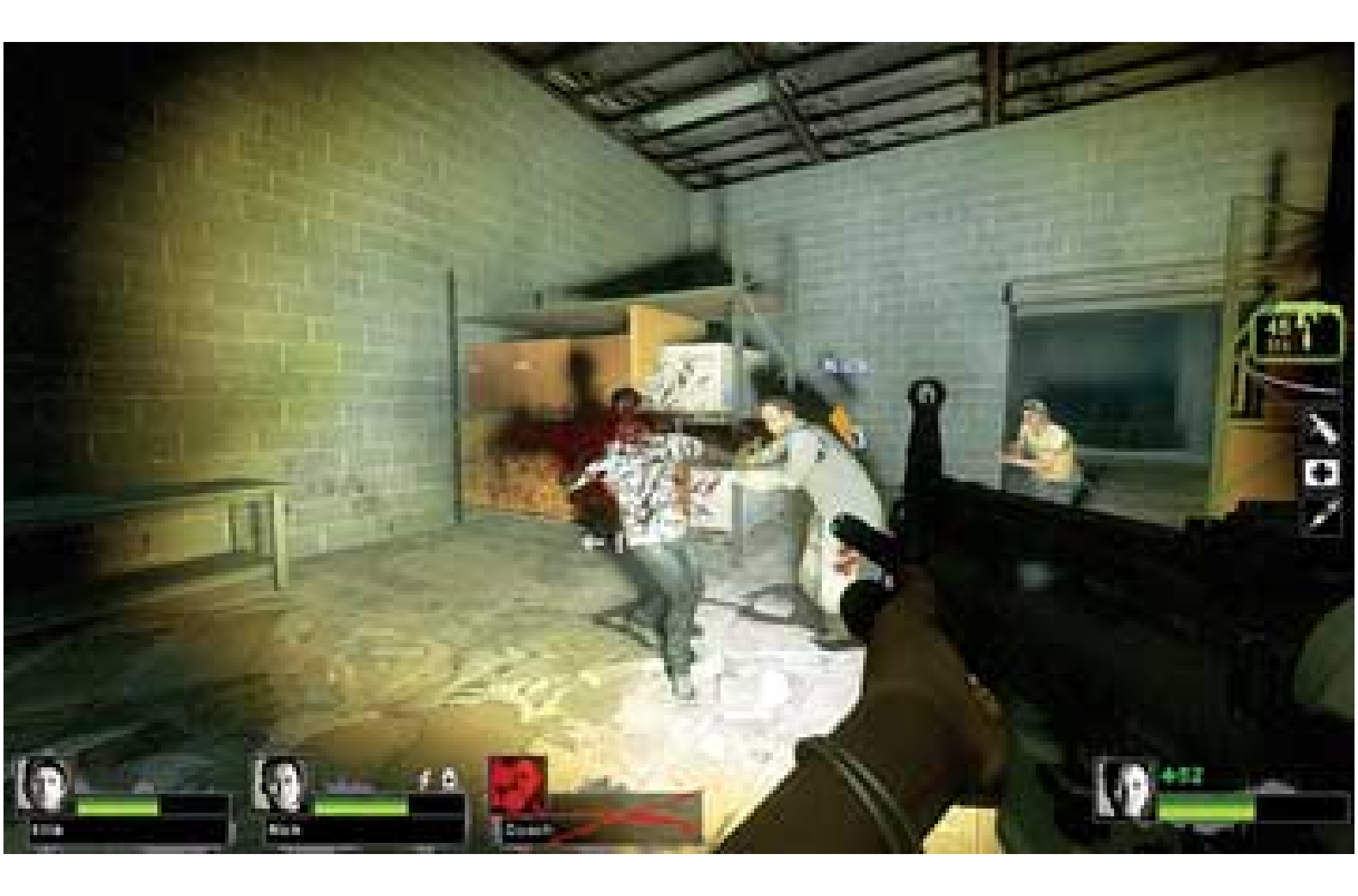
Uncommon Infected: Clown

Now that you've entered Whispering Oaks, you'll want to be entertained, and the Clown is only too happy to oblige.

Listen for his squeaky shoes, which attract Common Infected to follow him slavishly. If you temporarily halt your killing and let more Common Infected join the throng, you can gather enough (10) Clown followers to set fire to the Clown, earning the Fried Piper Achievement.

Be sure you Melee Strike all of the Clowns before dispatching them, so that you can stand a chance of completing the Cl0wnd Achievement. Otherwise, treat this red-headed freak just like the rest of the undead, as cannon fodder!

Warehouse Reconnoiter



3E

Move into the alleyway illuminated by generator-rigged lighting and move into the warehouse, checking the side rooms for items and working your way through the main storage area toward the exit at the opposite end.

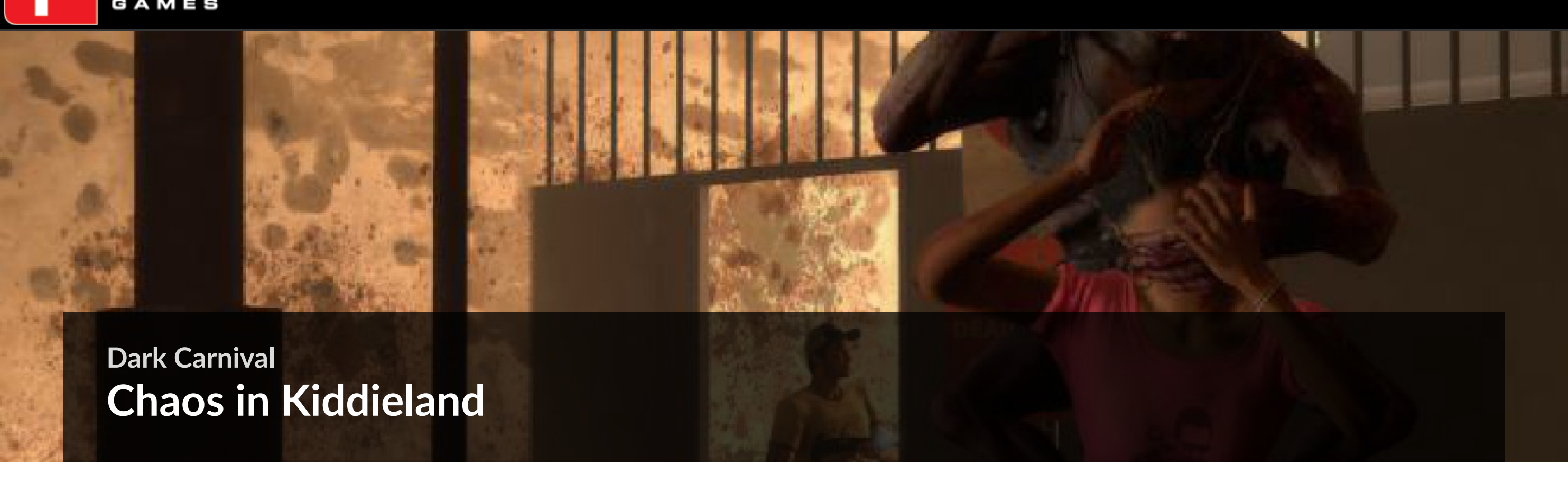
As you reach the open air again, treat any mass of Infected to a Pipe Bomb to quicken your pace as you reach the entrance to Kiddieland.

Effective Infected

Lurking is taken to a new level in Area 3, with the pizza kitchens, restrooms, and around any corner near a barker hut all being prime places to sneak up and savage your Survivor foes (picture 1).

Or ride them off into a corner that isn't well travelled. Leap from the barker roofs, too, especially if your Survivors attempt the Peanut Gallery, which is another prime time to launch an attack.

When the Survivors enter the warehouse, you'll find that the side rooms or behind the shelves are other good places to grab a human. The long thoroughfares (throughout Area 3) are great places to attempt a charge (picture 2)



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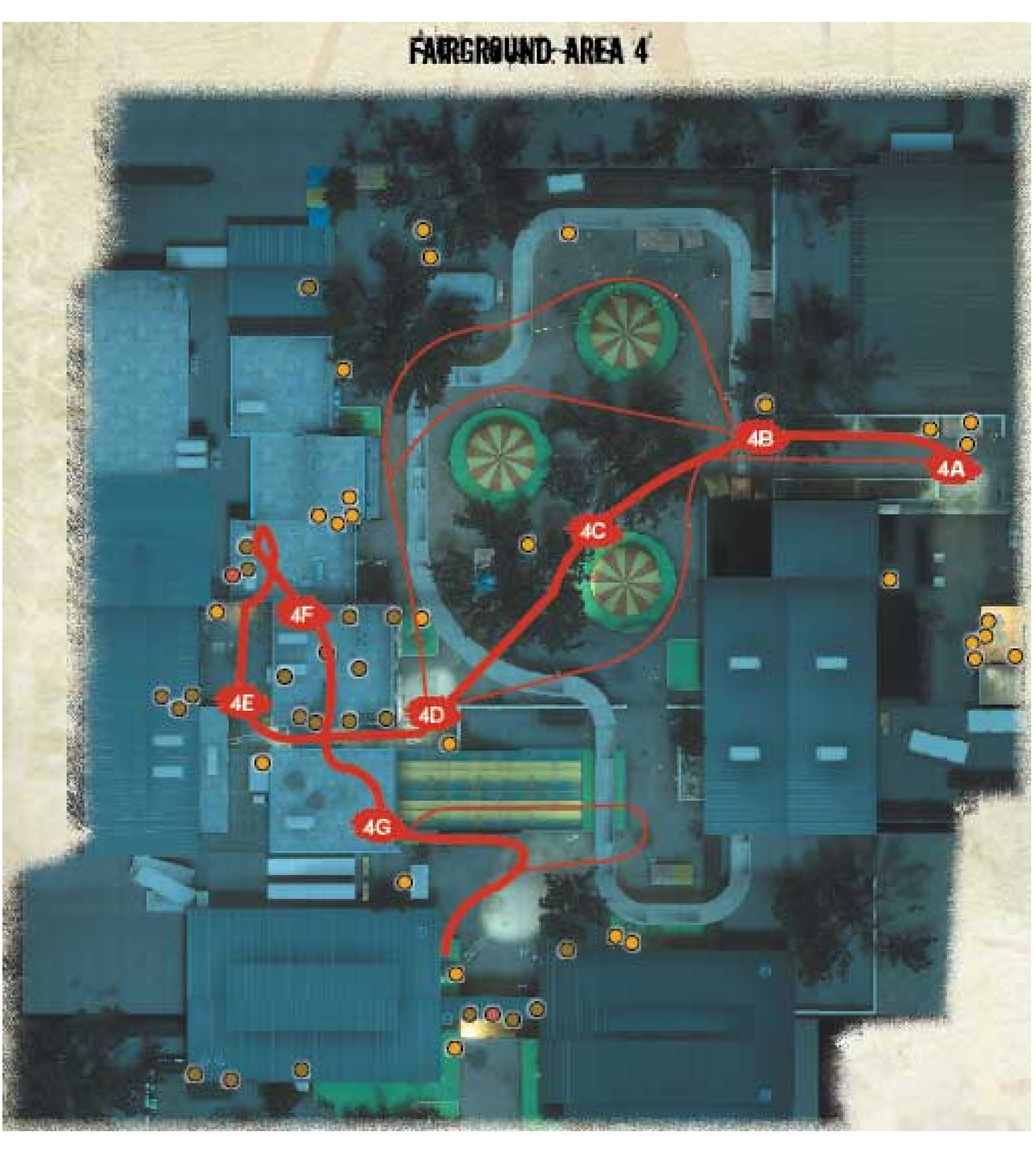
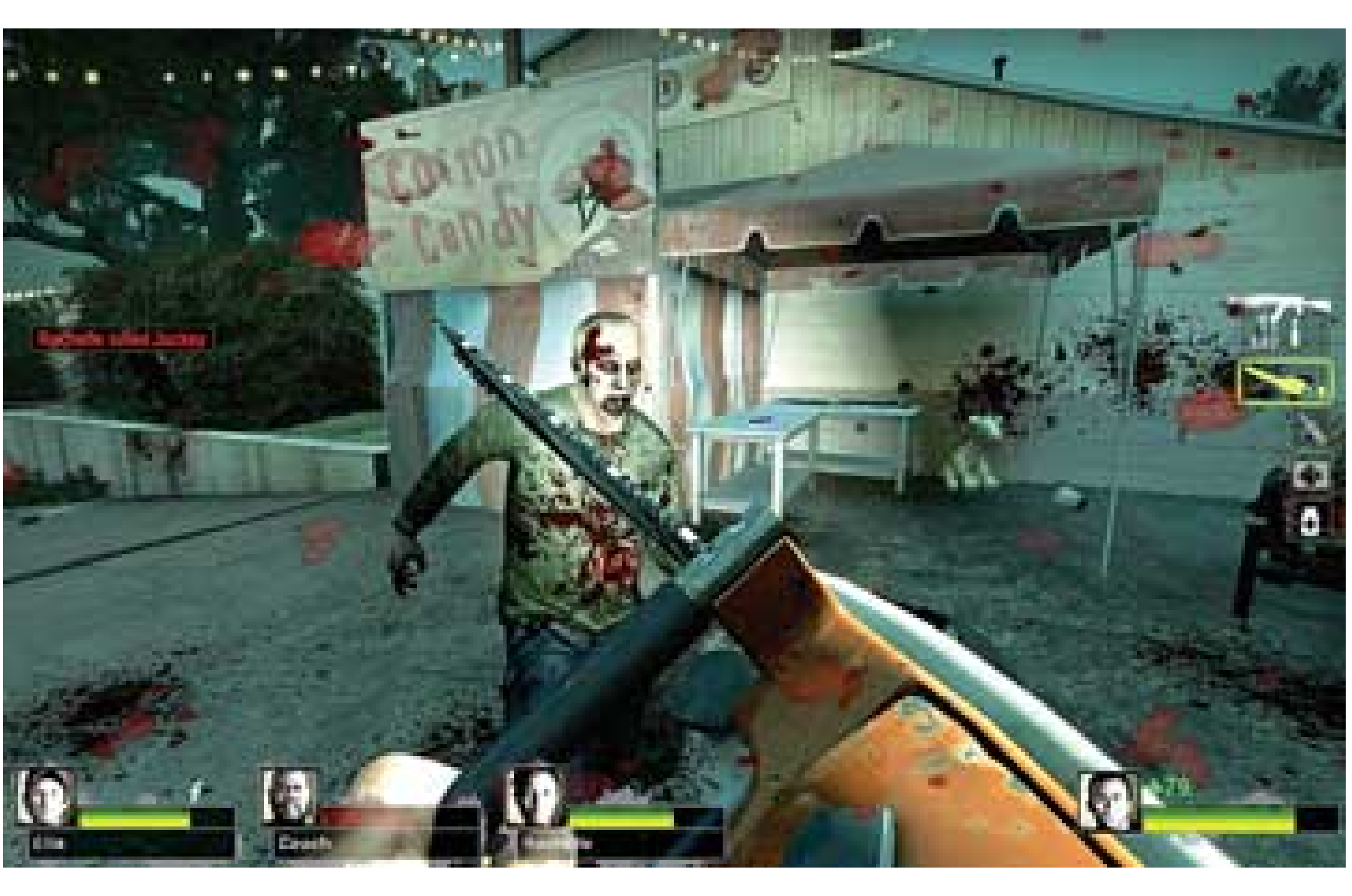
Chaos in Kiddieland



Sloping Entrance Path

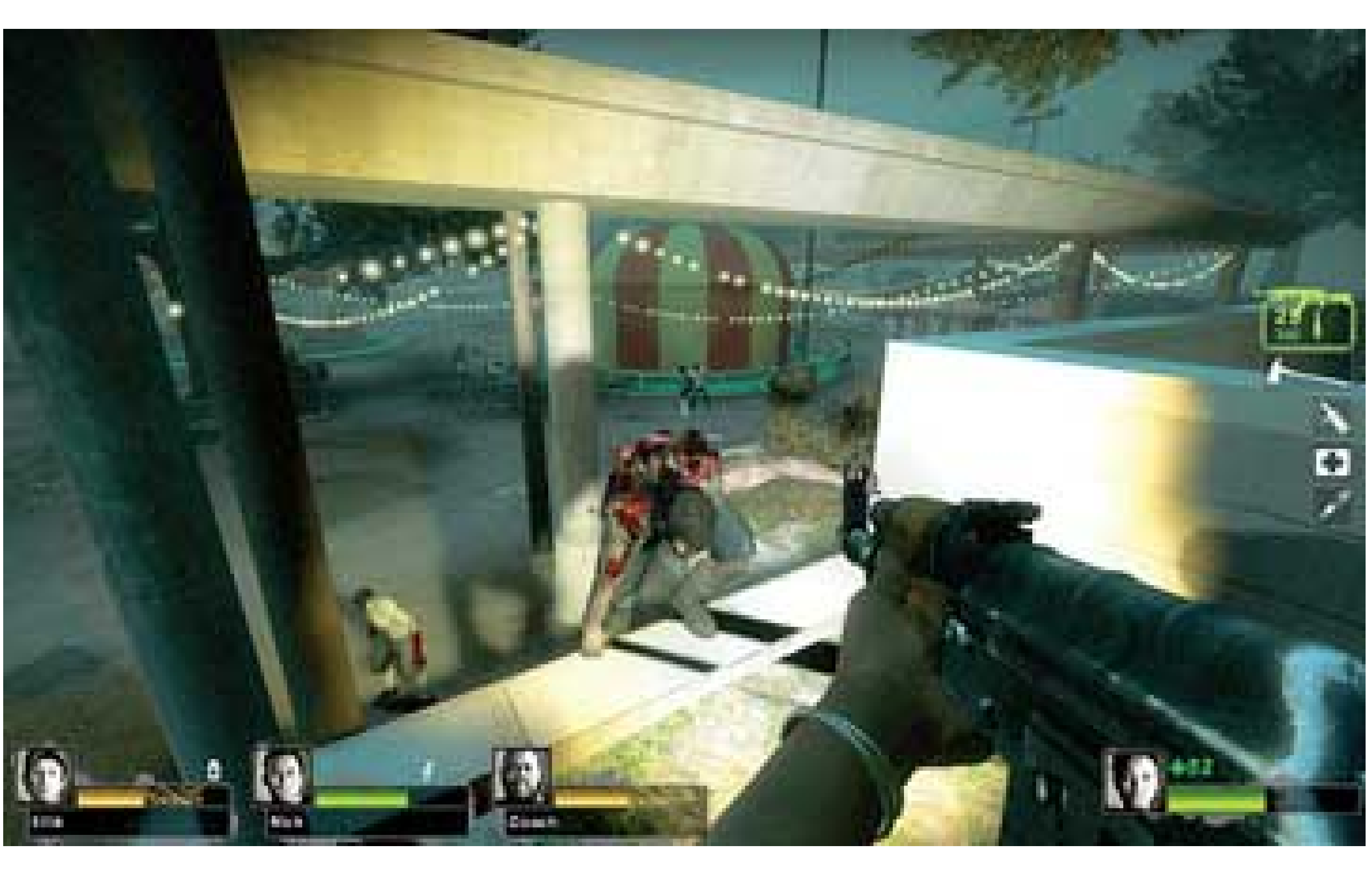
Step past the concrete posts and toward the cotton candy hut and judge whether your current firepower needs switching. Also, expect to find an explosive object or two (such as the Fuel Can) that you can throw and shoot to add to your offensive capabilities.



4A

Deal with any undead, making sure you check the sloping path for Chargers, and then hop on the stepped wall on either side of the slope.

This allows your team to spread out and your foes to have to climb to reach you. Shoot as many foes as possible from this relatively safe position before continuing.

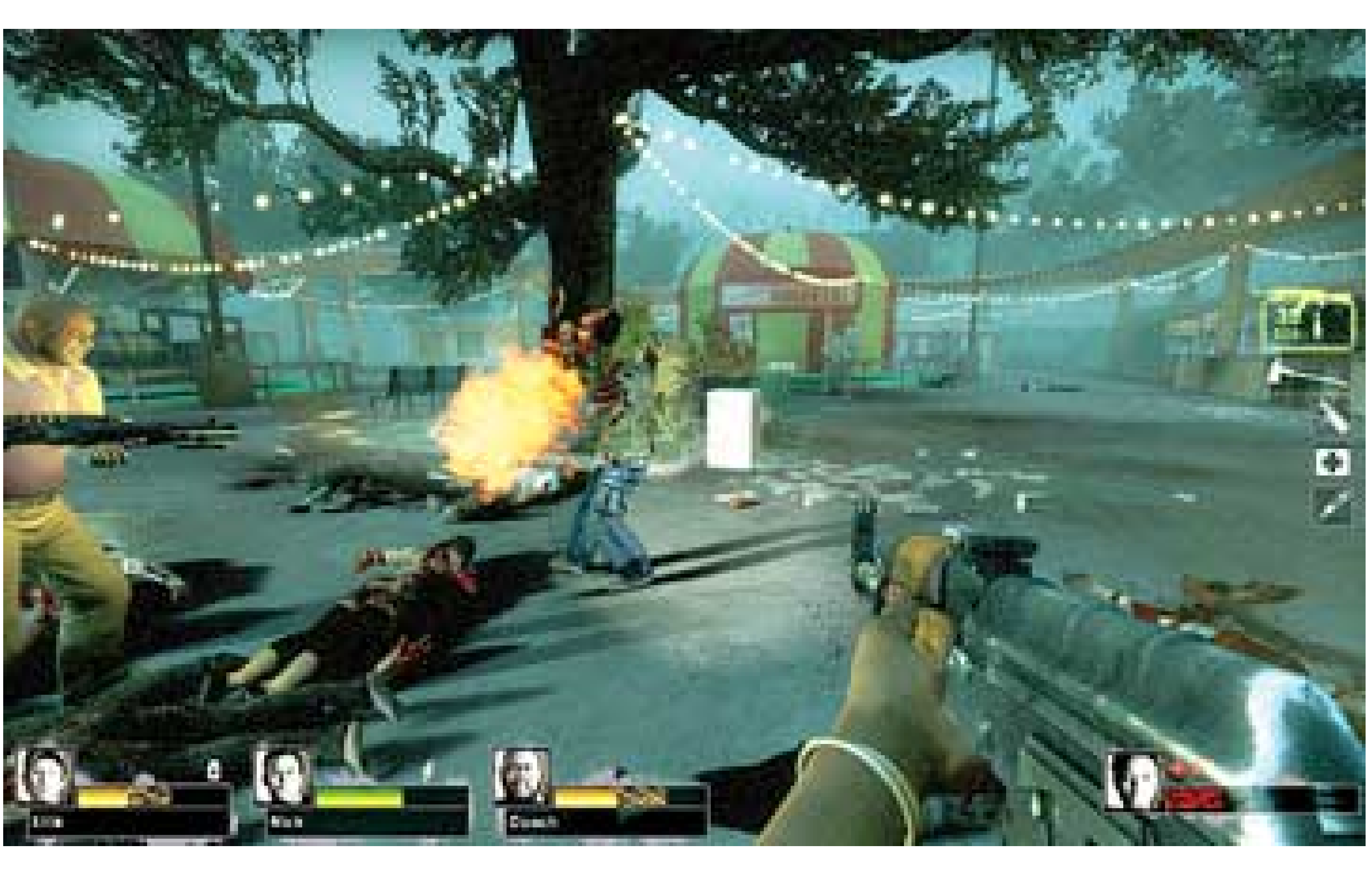


4B

Fun for None of the Family

Enter Kiddieland, and stick together because Special Infected have a tendency to descend from the raised train tracks that circle this area.

Work your way diagonally left, through various Infected incursions (picture 1), as you attempt to reach the exit alleyway.

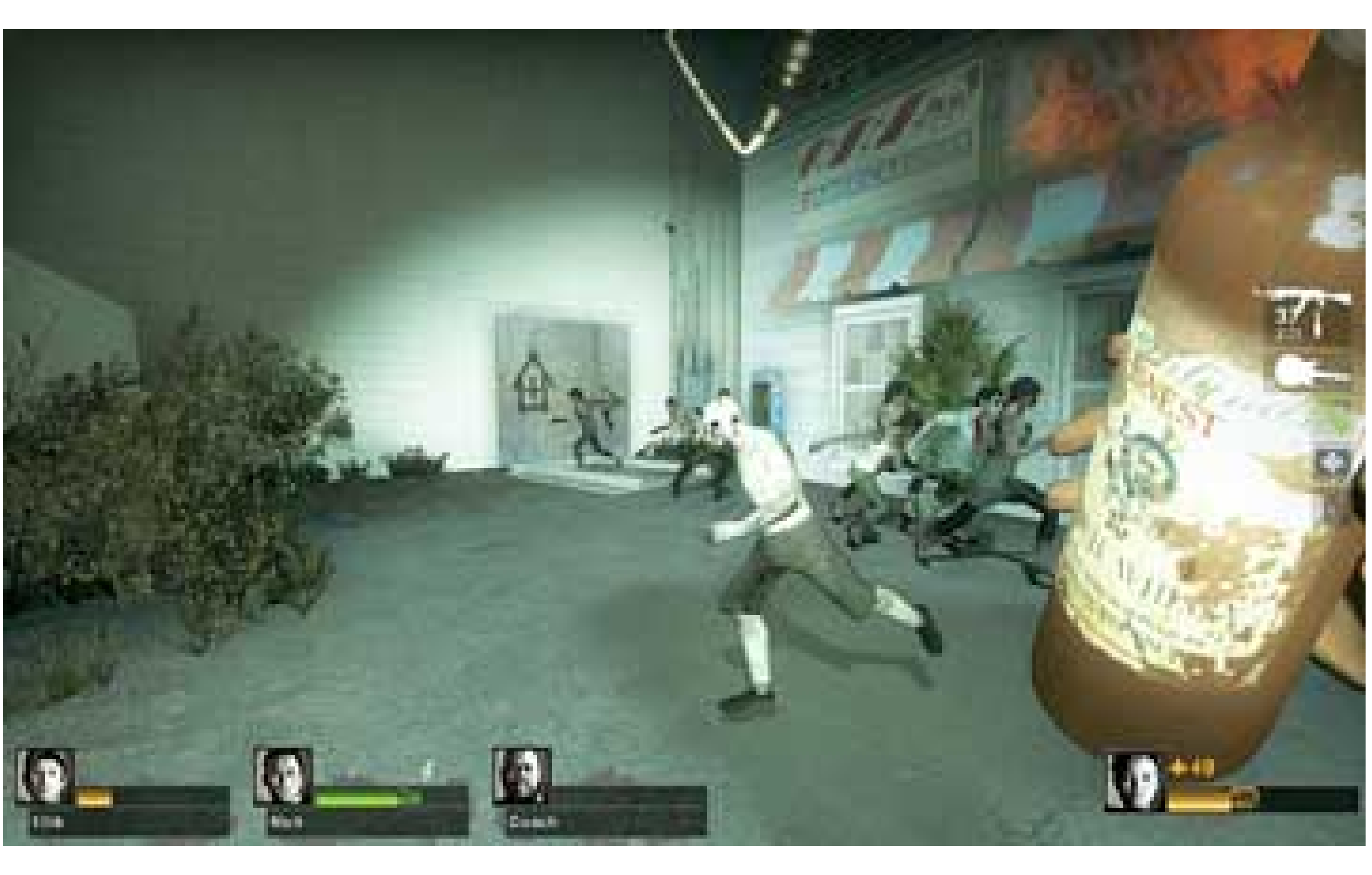


4C

You can take a direct route (as shown on the guide map), or explore a little further, picking up items and investigating the restrooms and the buildings on the right side of the courtyard. You can expect ambush attempts, so be sure each team member knows their role, so that you aren't all foraging, for example.

Into the Alleyway

The graffiti-daubed board at the alleyway entrance indicates the direction of the Safe Room, so move to the corner of Kiddieland.



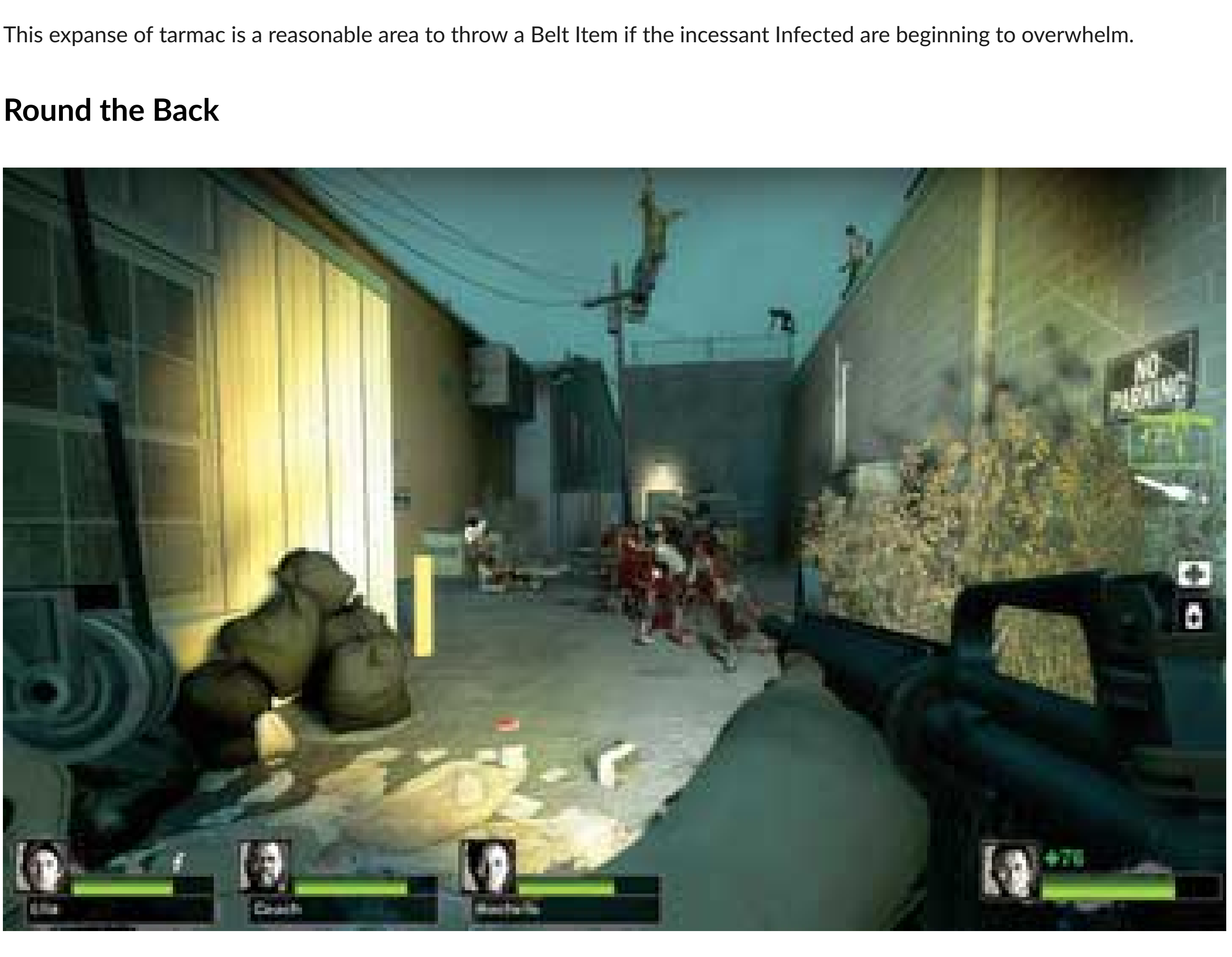
4D

Spend a few moments entering the kitchens of the cafe nearby, should you need the equipment inside.

Post a guard or two to sound the alarm if Infected appear en masse. Continue to watch the overhead rail system for Special Infected.

This expanse of tarmac is a reasonable area to throw a Belt Item if the incessant Infected are beginning to overwhelm.

Round the Back



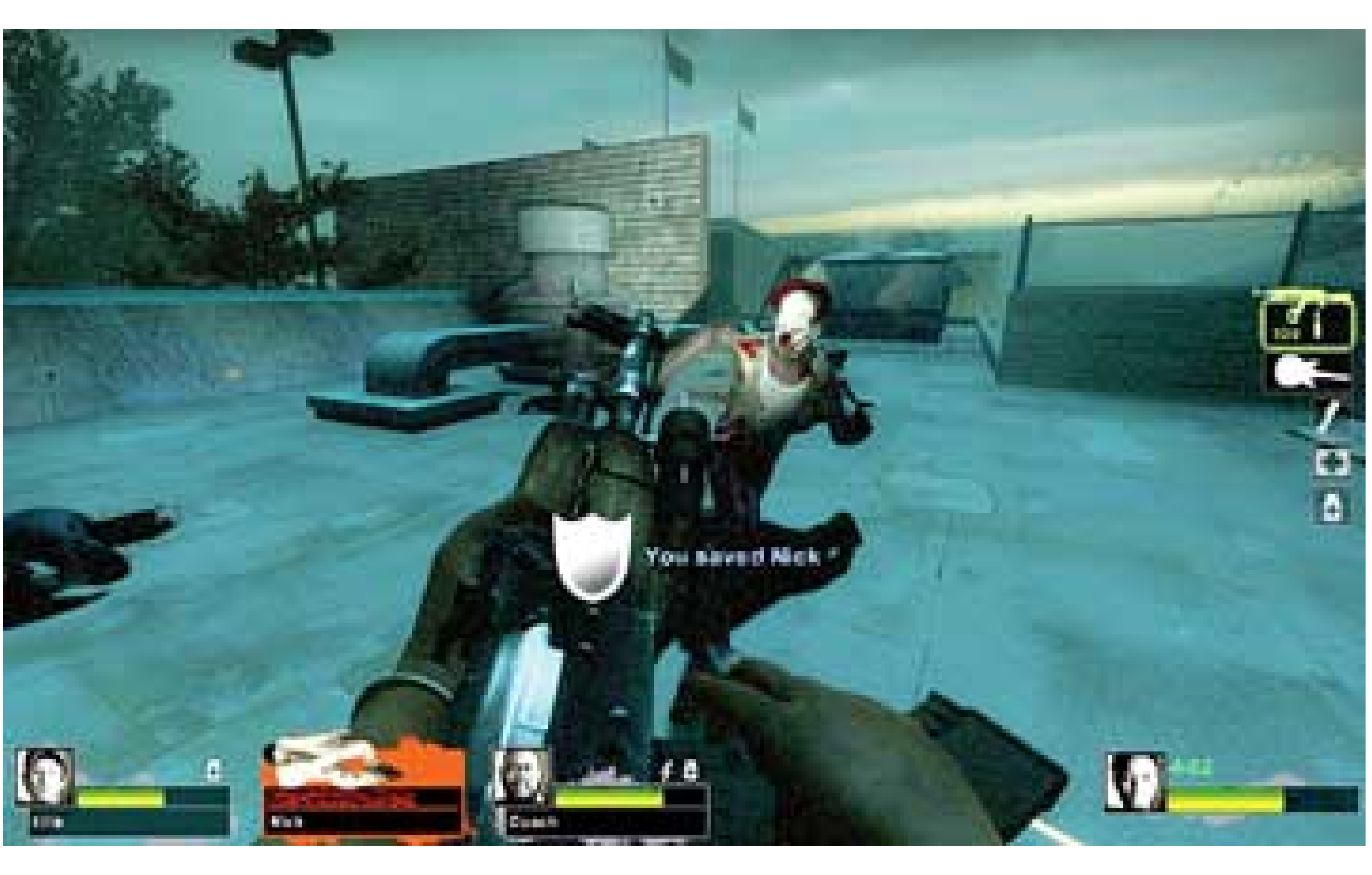
4E

Speed down the alleyway as quickly as you can to reach the unloading area behind the kitchens. There is a white truck from which you can grab equipment, or board if you need more protection.

The Infected have a nasty habit of dropping down from the rooftops, so look up and lob in a Pipe Bomb or other effective method of culling them quickly.

Enter the door straight ahead and inspect the small warehouse on the left only after the coast is clear (or with friends guarding), as you don't want to be swarmed, spat on, or charged while you're grabbing items in there.

Up on the Roof



4F

Enter the stairwell, and don't forget to open the First Aid Station here, and also grab items before ascending the steps.

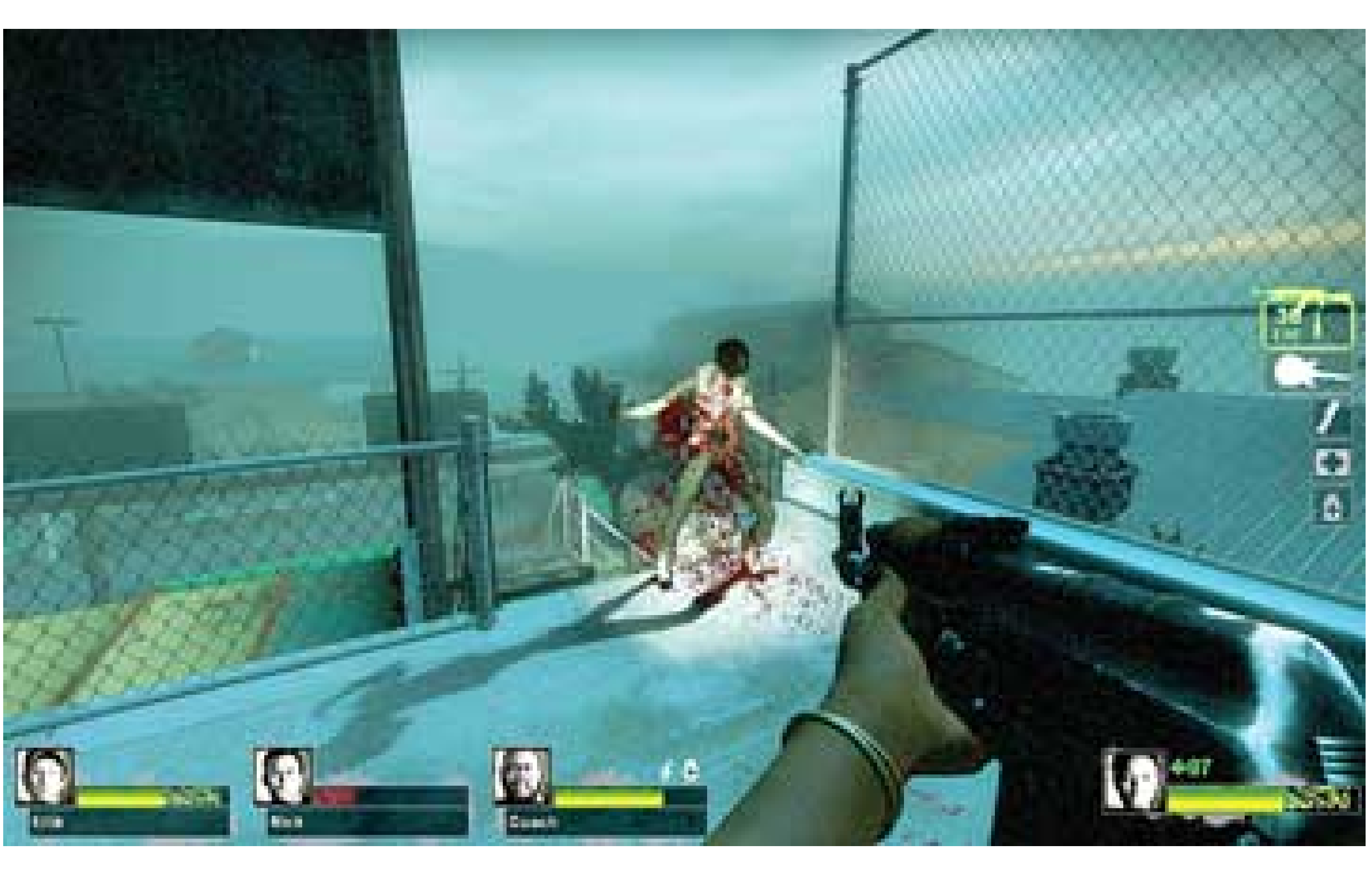
There's a ladder to the roof, which means you should make sure a rear guard checks behind you for encroaching foes. Once you're on the roof, you have a relatively large area in which to strafe around and cut down foes.

Beware of additional attackers from a small storage room to your left as you step onto the roof.

Caution

Be sure all your team make it up the ladder; the Special infected have a nasty tendency to grab or pounce on the last member, and descending to help a teammate in trouble is annoying. Also, watch for lurking Smokers on the rooftops of adjacent buildings when you reach the roof itself.

Slip Sliding Away



4G

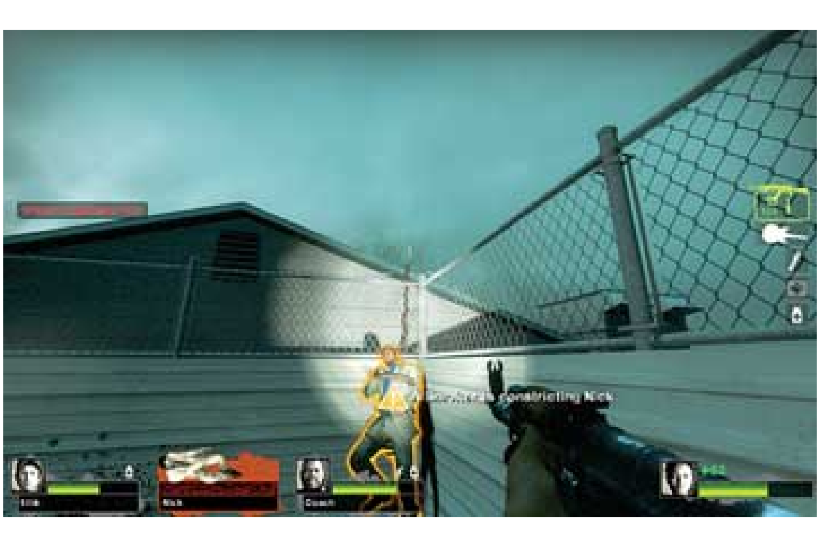
Flee Kiddieland once and for all by ascending to the top of the big slider ride and cutting down Infected that are trying to climb up to reach you.

Be sure you have a teammate eyeing the way you came, as a rooftop swarm of foes isn't what you need at this narrow opening to the steps.

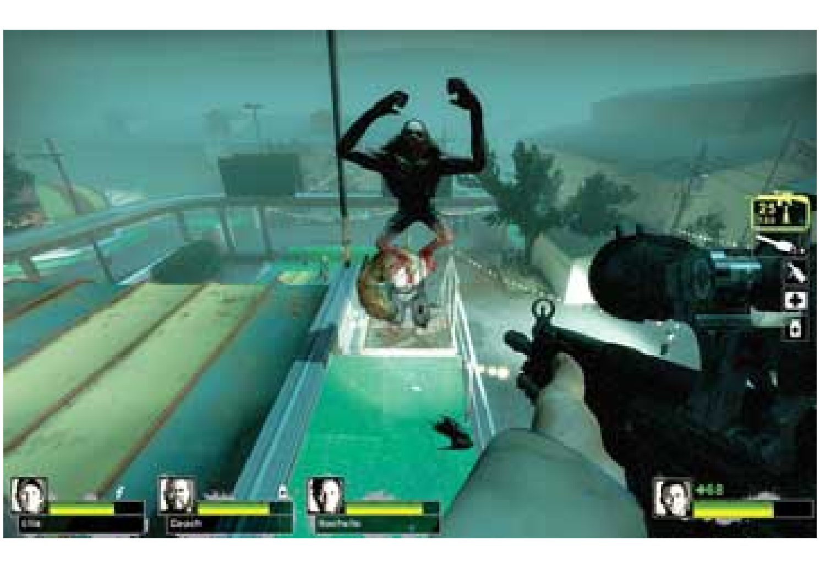
Run down the steps or the slide (you can also pop the heads off foes from the roof using a Sniper Rifle) to restrooms and a couple of picnic tables. The assault on the carousel is about to begin!

Effective Infected

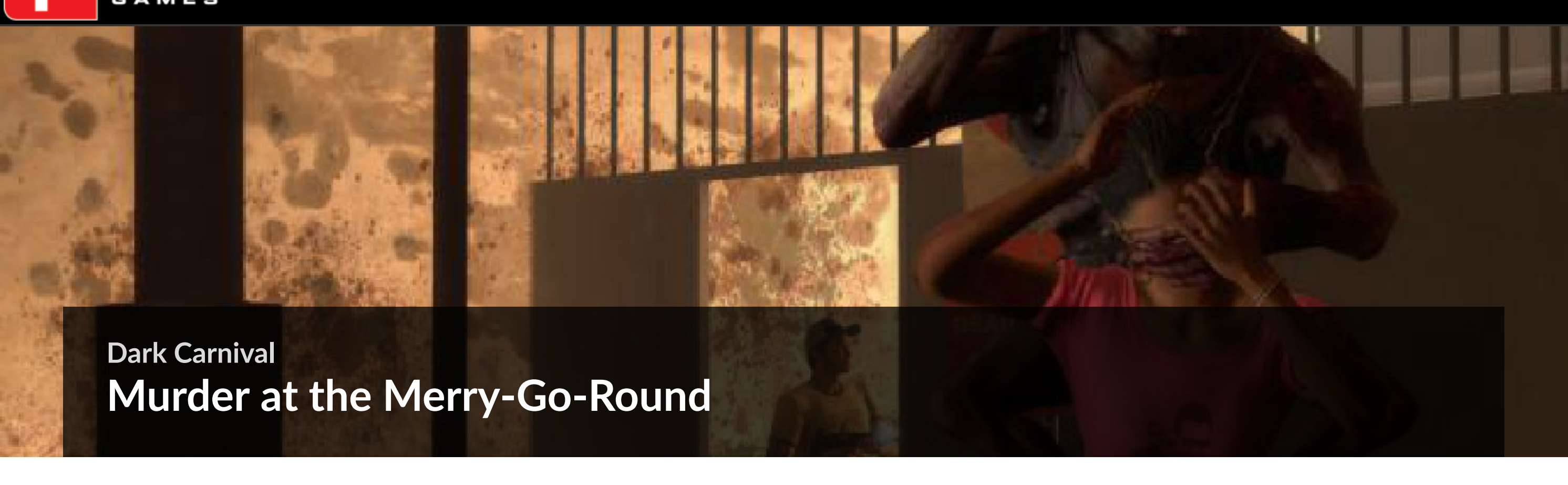
Kiddieland has a large number of structures to hide either inside or behind before launching an attack, or you can move in and ambush the humans when they exit a building.



But the raised train tracks above the Survivors' heads is the most cunning ambush of all, as the Survivors can't reach you physically and the Common Infected are already slowing your human foes down.



When the Survivors manage to push their way into the alleyway and to the roof, it is best to kidnap one of them at the most inopportune moment possible for the rest of their team: Grab the last foe before they ascend the ladder to the roof, nab one from a position on an adjacent roof that's incredibly difficult to pinpoint (picture 1), or (once the rest of the Survivors have slid down the slide) feed on a straggler back on the roof (picture 2).



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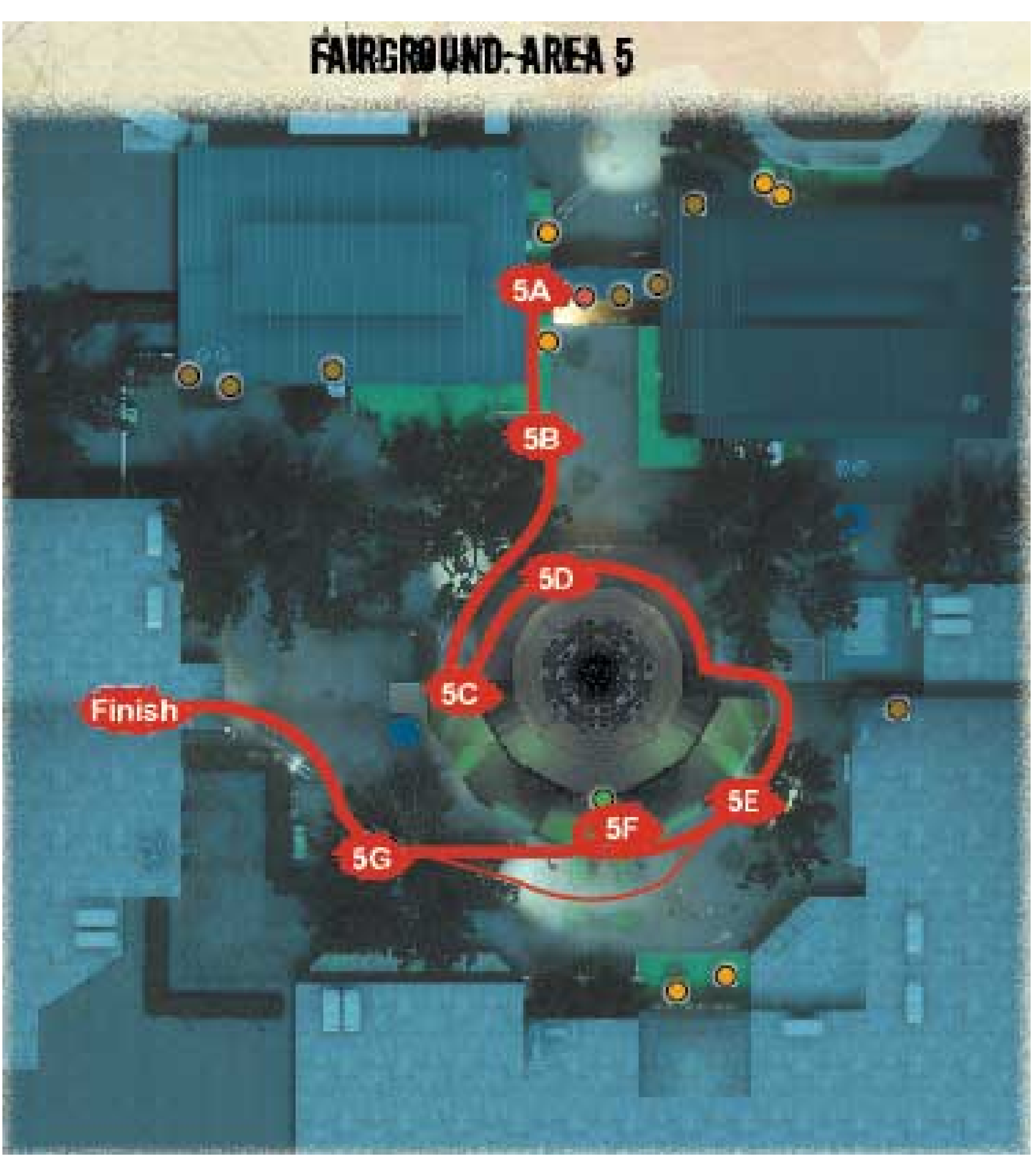
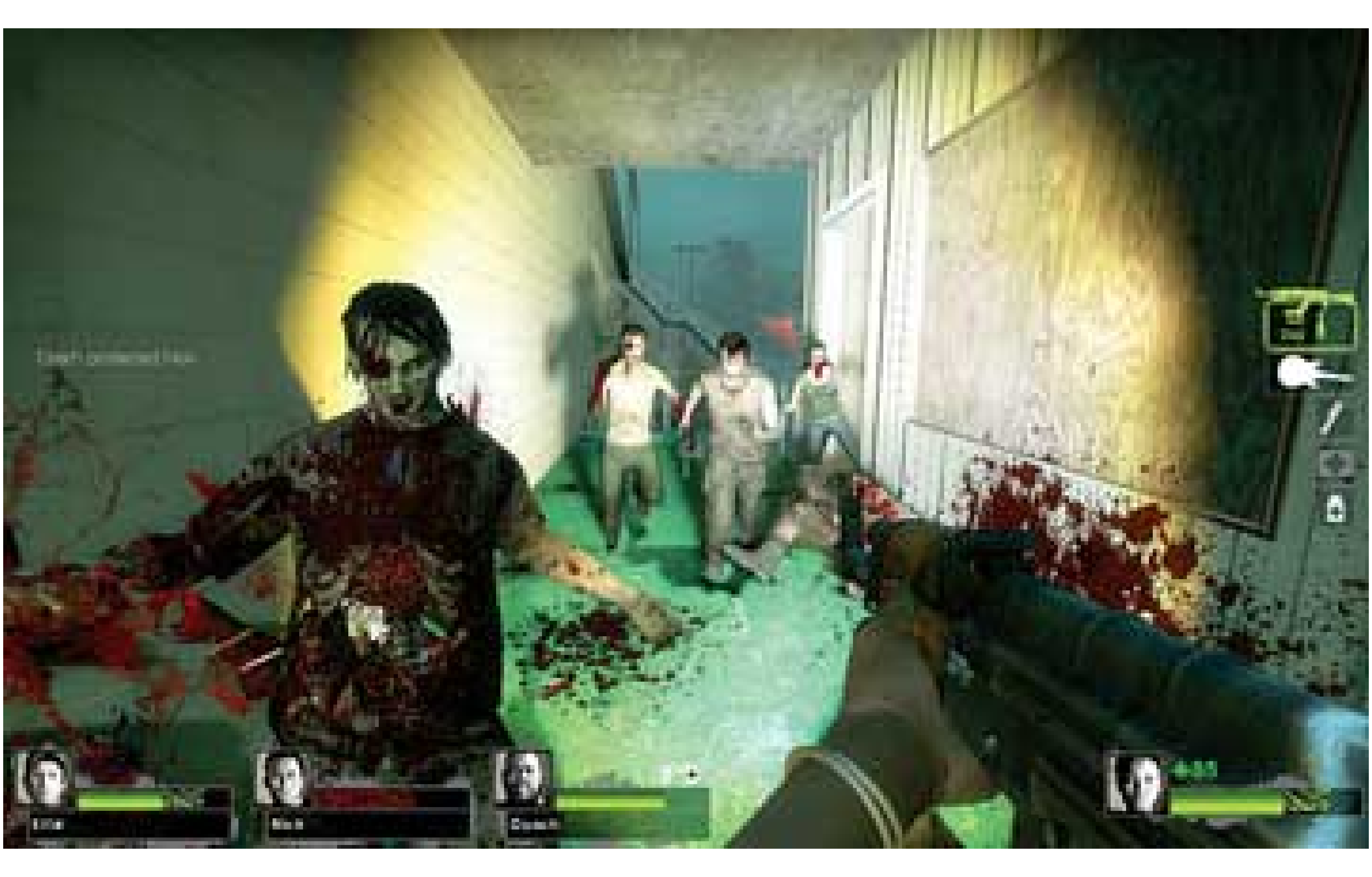
Murder at the Merry-Go-Round



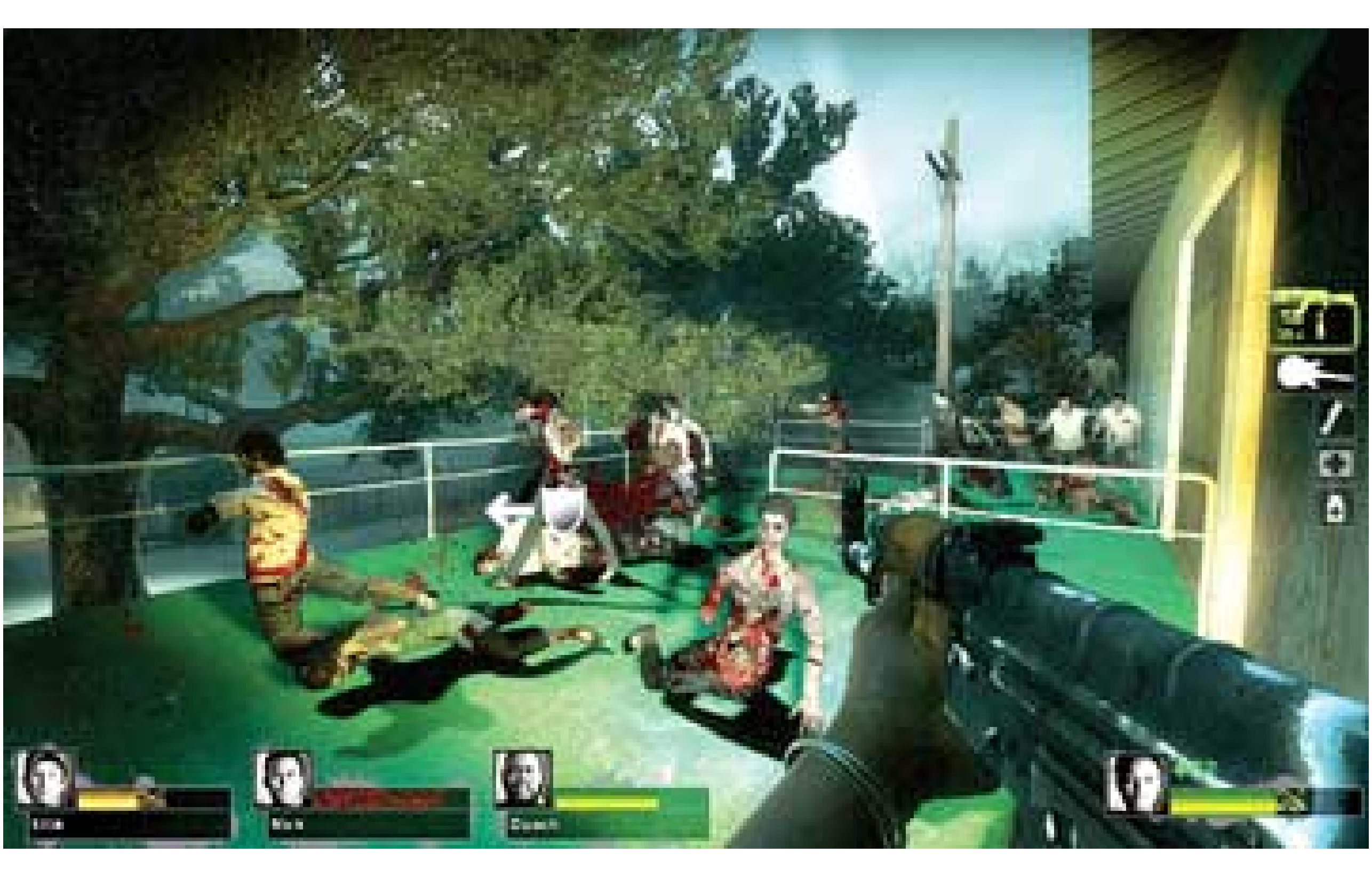
Sloping Entrance Path



5A

The restrooms are closed and there's a gate preventing progress on the ground, so scale the steps by the spray painted arrow up to the green carpeted balcony with a bridge cabin that houses a great deal of ammunition, weaponry, and other assorted items.

It is important—nay vital—that you post a guard to this cabin because the balcony is narrow and the Infected are tend to make a mass charge in your direction.



5B

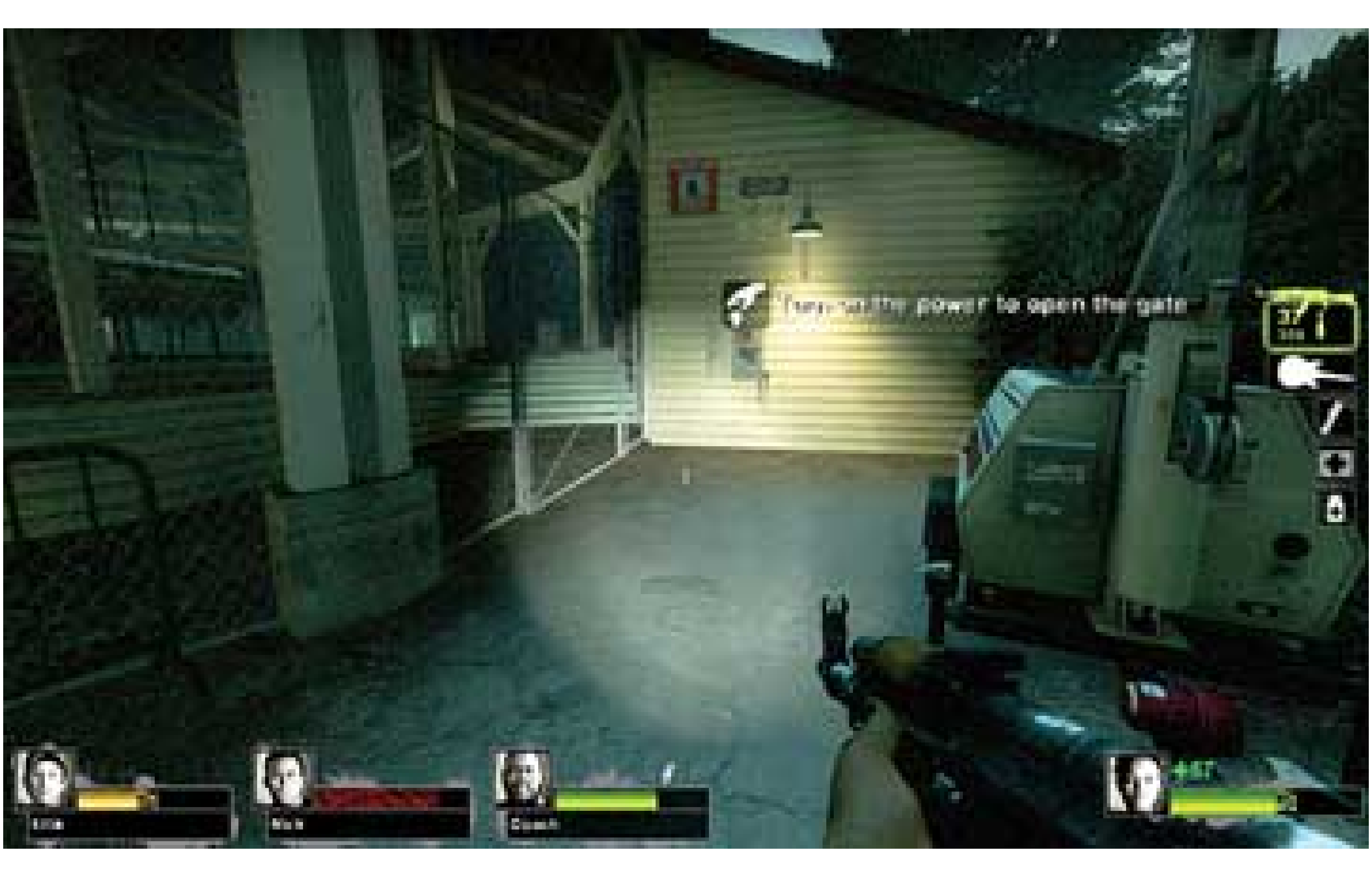
Move around the corner of the balcony and make plans for tearing through more foes, should they decide to pour up and over the railings. This is another key location for the Special Infected to mess with your team.

As soon as you drop to the ground below, you cannot return up to this balcony, so ensure your team is together when you make the fall, or face watching a straggler getting ripped apart without your being able to help.

Caution

You're close to the end of this stage, so don't expect an easy time of it; there's usually a Witch, Tank, or other problem Infected here to overcome or dodge.

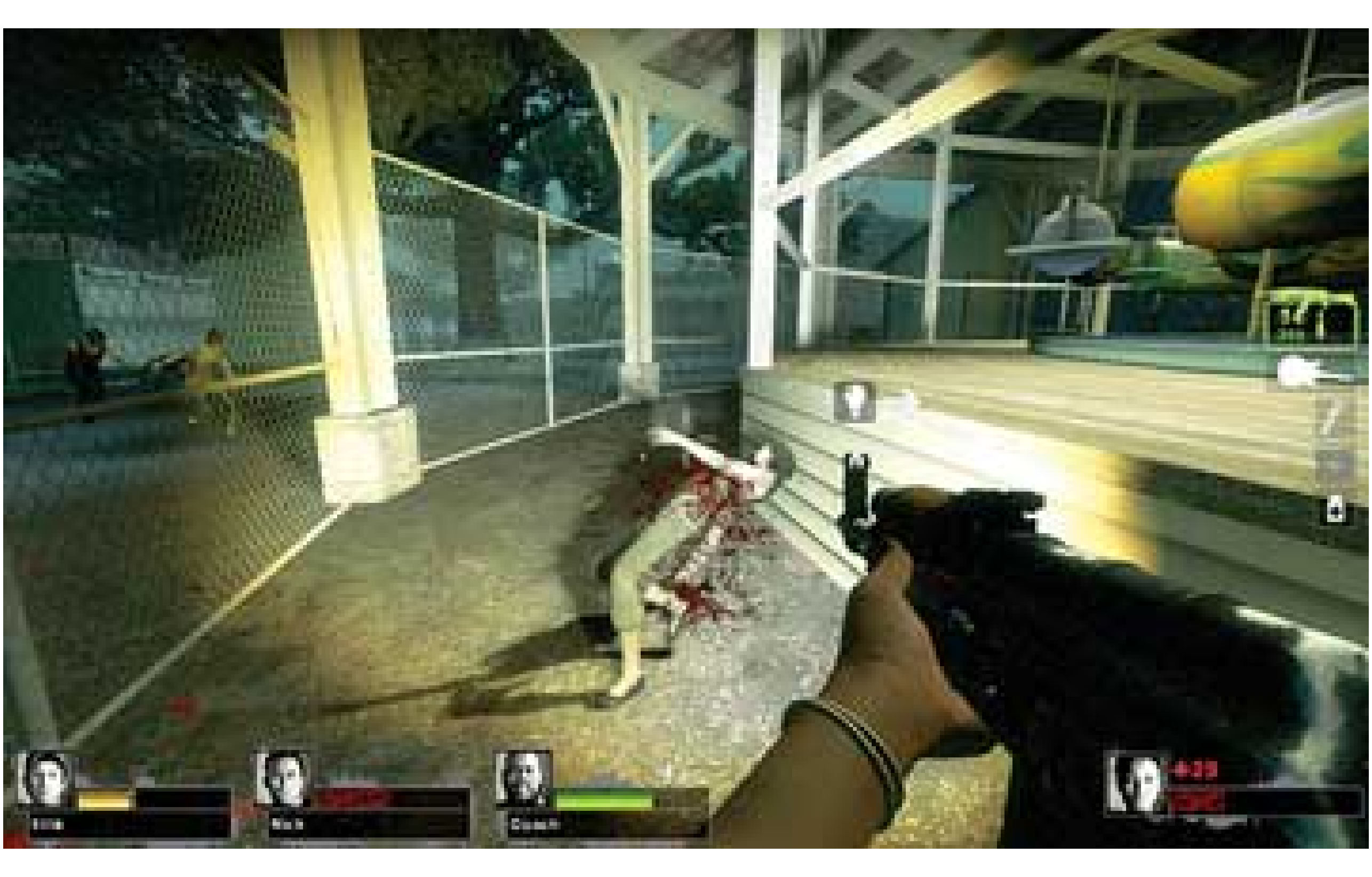
Carousel Combat



5C

Move across to the carousel and study it for a second. There's a power switch to flick that opens a gate adjacent (left) of the switch itself.

This also has the disadvantage of summoning a Horde, so ensure your team is keenly aware of what needs to be done: Access the switch, then step through the gate immediately, and sprint around between the mesh fence (to your left) and the carousel on your right, dropping foes as you go.



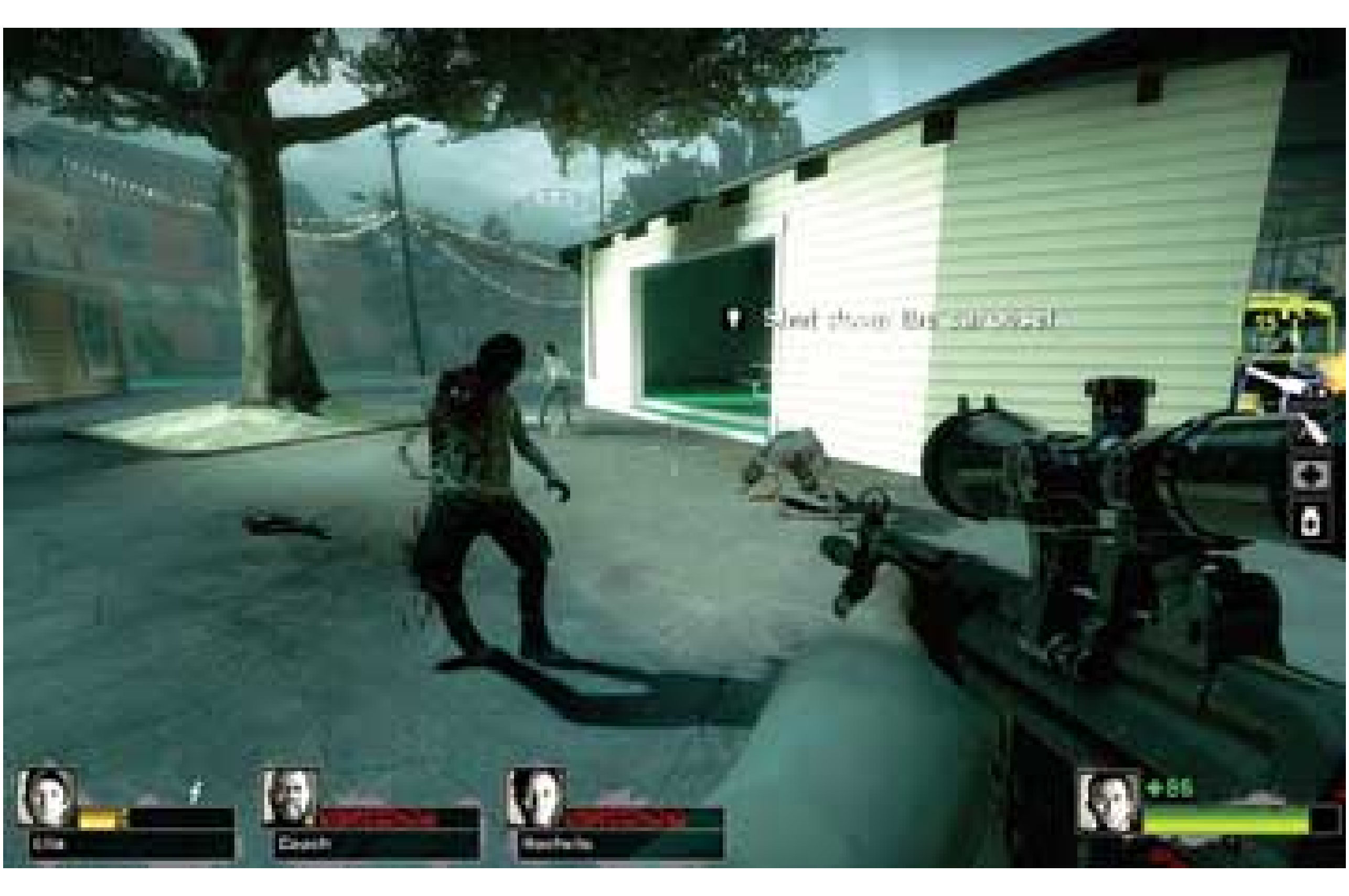
5D

A well-placed Pipe Bomb or Bile Bomb left behind you prevents Infected from overwhelming your rear flank.

Tip

At this point, you'd do well to sprint immediately to the Safe Room (Finish), ignoring the option to switch off the carousel. Do this if you don't think you can fend off the remaining forces, or need a quick (and cunning) escape.

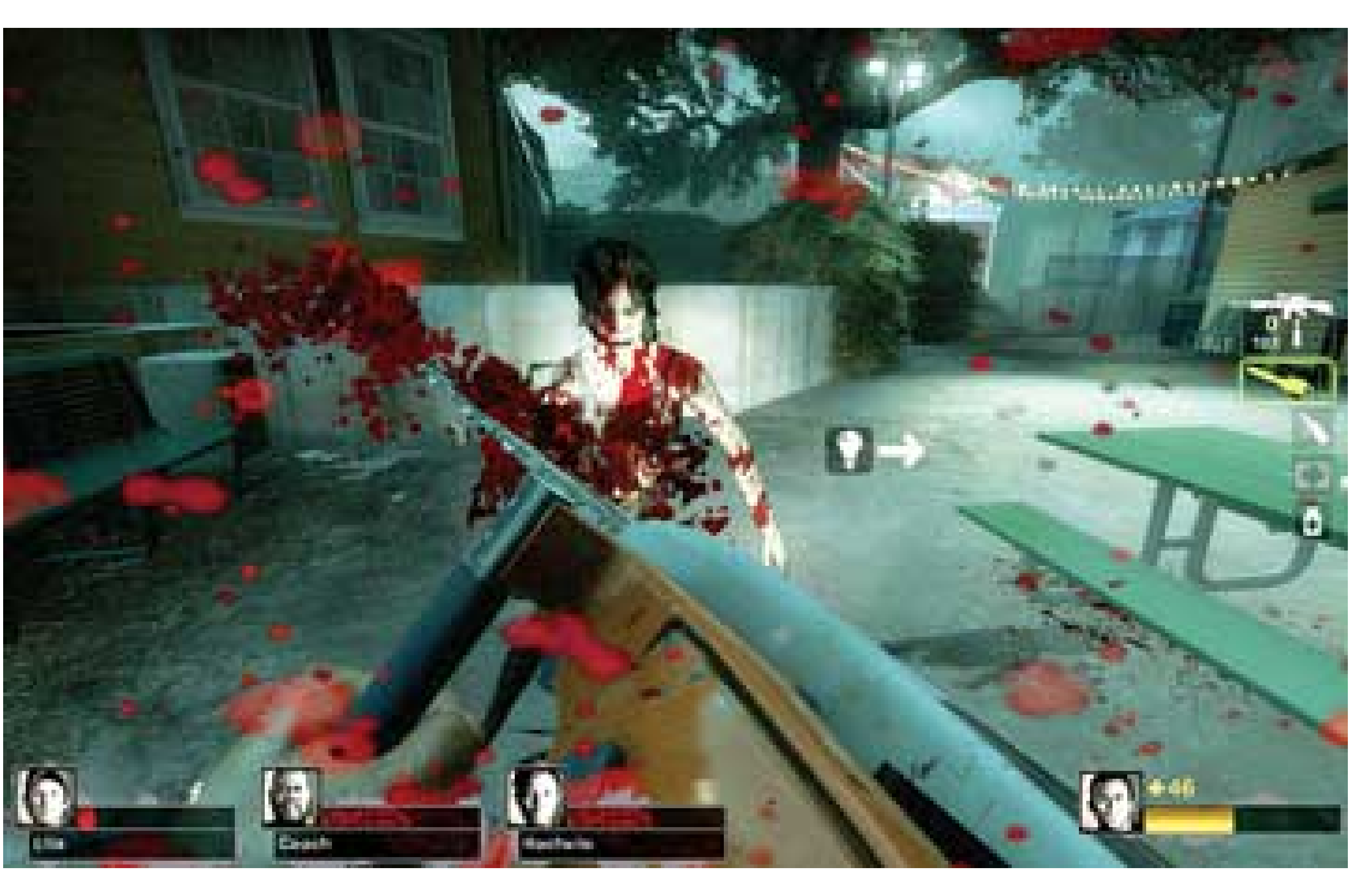
Shut It Down! Now!



5E

If you're wanting to limit the number of Infected swarming your location, battle around the corner into a smaller forecourt with a cafe interior you can use as a defensive location.

Work your way around the far side of the carousel toward the picnic tables, which are a visual cue; move through the entrance where the tables are set up to find the lever that shuts the carousel down.

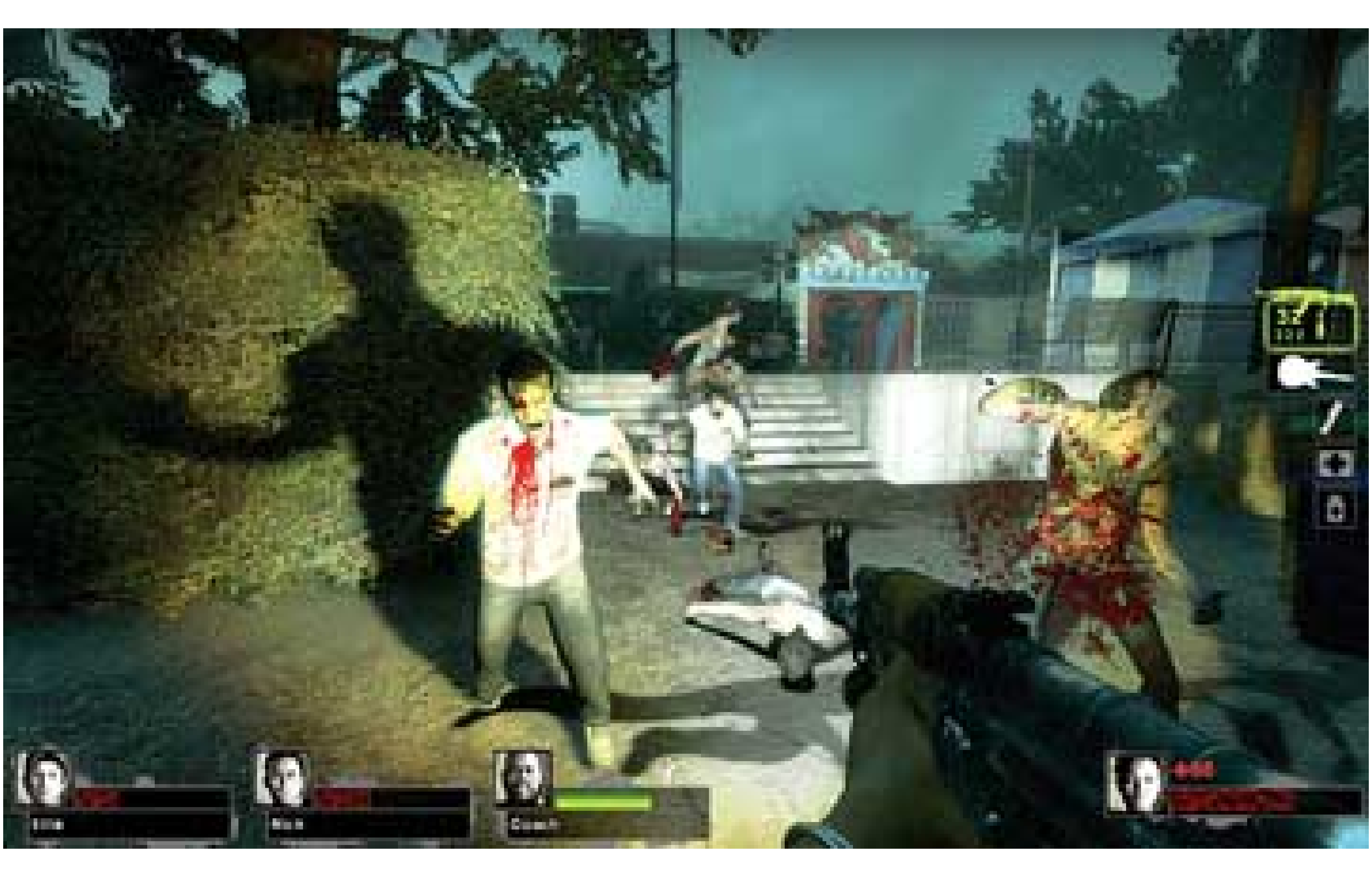


5F

Naturally, Special Infected are keen to see you fail, so expect to see a variety of disgusting takedown attempts.

Concentrate on giving one team member the plan of switching the carousel off, with an "alternate" teammate accompanying them to providing support fire and to take over if the first one fails. Switch off the carousel before attempting to help your team, or you'll be swamped.

Romance Is Dead



5G

Although you can opt to sprint directly to the Finish, weigh up the options, as you may be overwhelmed if you try to attempt this (bring Melee Weapons out so you can literally slice your way to freedom).

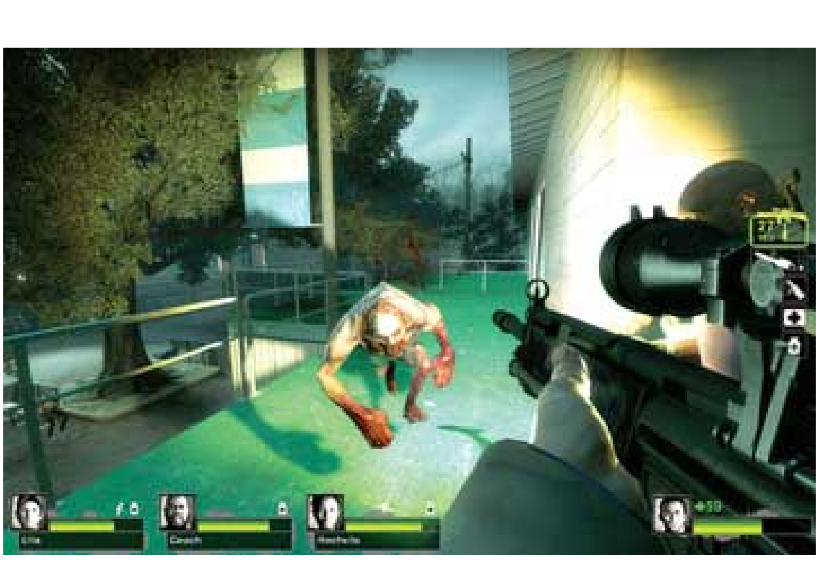
Failing that, and if the crowds of Infected are slowing you down, lob in a Pipe Bomb or other effective Belt Item as you reach the small set of steps that lead to the Tunnel of Love entrance.

The Special Infected are trying everything to grab a Survivor as you break for freedom, so head into the Safe Room as a close group.

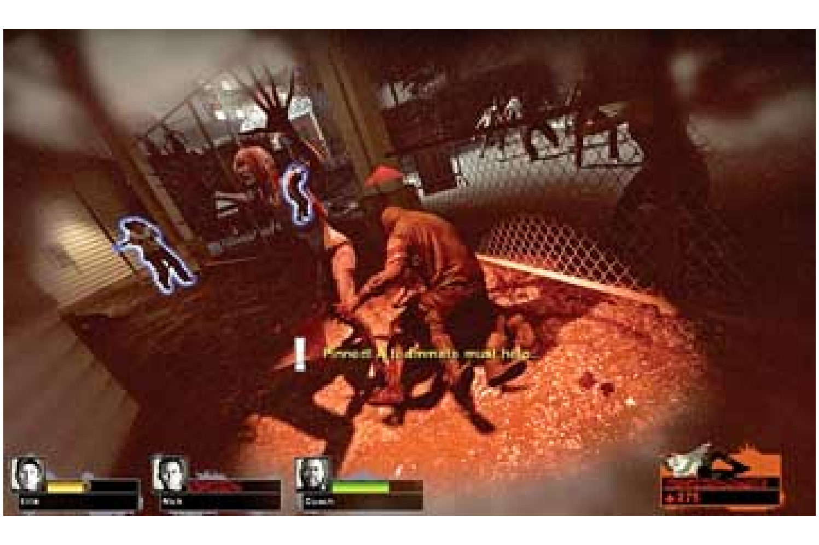
Have one or two of your quartet backpedal to quash any chasing foes. Stand at the Safe Room door and provide supporting fire until everyone is inside.

Effective Infected

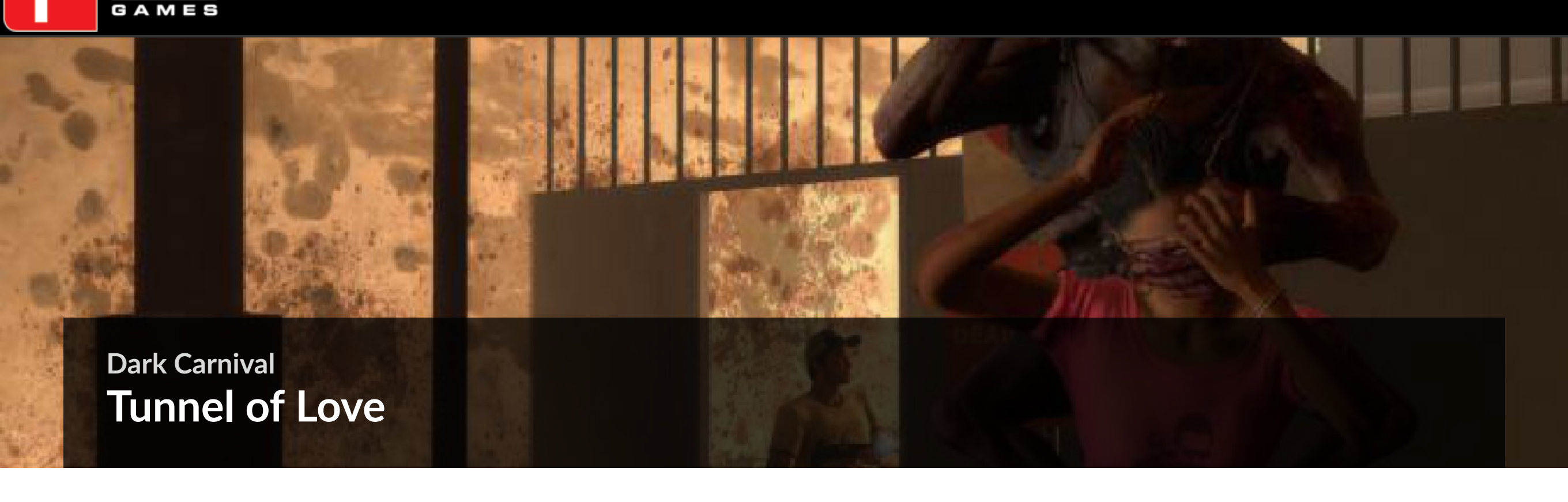
The bridge cabin's green carpet balcony is a great location to home in on when only one teammate is up here and the rest are near the carousel. Bound toward your Survivor enemy (picture 1) and ride them back toward the slide, or away from the drop, so the humans can never rescue your foe!



If you can cause a disturbance and there's an added Special Infected such as a Tank or Witch at the carousel (picture 2), even a slight delay is all that's needed to waylay the Survivors completely.

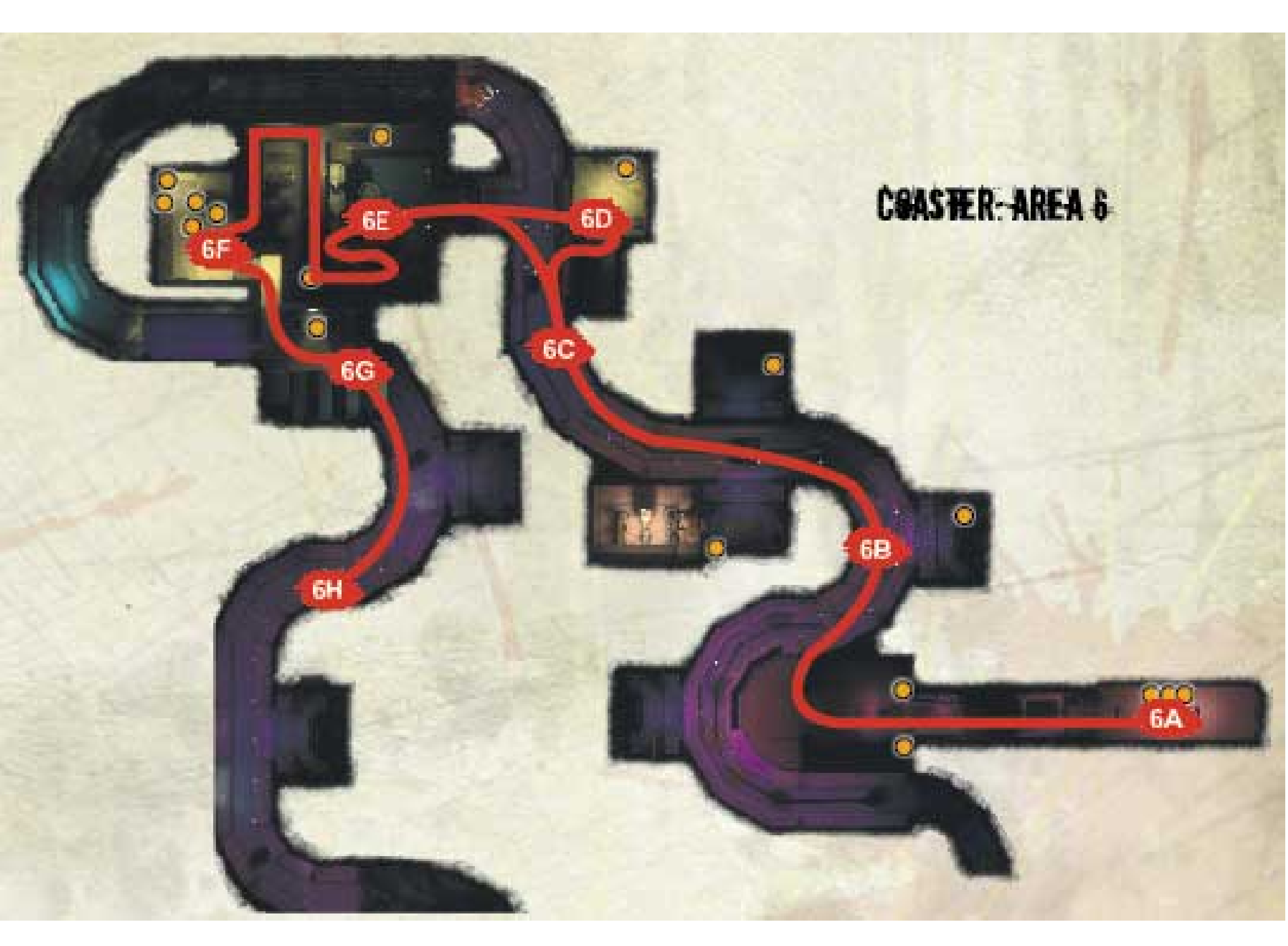


The gate and path around the carousel is narrow, easily blocked, and should be your focus. Keep the Survivors away from the switch for as long as possible! Hem in your foes behind the carousel, and don't relent when they reach the Safe Room; the entrance is dark and great for last moment ambushes as well as attacks from behind.



Dark Carnival

Tunnel of Love



A Wild Ride: Coaster Overview

You have two wild rides to trek through on foot, the first of which are the darkened winding passages of the Tunnel of Love, which is considerably less romantic now that it is filled with the shambling undead. Wend your way into the swan maintenance room (of Love), up and into storage and air-conditioning rooms, and rain down death before you drop into a second tunnel to finish the ride (Area 6). Step out into the open, carve your way over a mesh fence, and start the coaster ride, which, alas, attracts Infected from miles around. They aren't letting up, so you need to cover the rickety tracks to switch off the ride (Area 7) before fleeing to the Safe Room with the appalling green carpet.

+ The tunnel structure enables you to focus on foes behind and in front, with side ambushes only from alcoves.

+ You can rain death from the hole in the floor, but this is a one-way descent, too, so watch out your last teammate isn't grabbed!

+ The coaster requires a sprint across its layout as fast as possible to turn the ride off again; only then does the Horde let up.

- It is usually from the tunnel alcoves that lurking foes appear, as well as the air-conditioning ducts. Be ever vigilant!

- The coaster area has a constant stream of Infected that never let up when the ride is activated. If you stay put, you face death!

- The coaster can be a death trap if you don't move throughout the ride as a team, and use the covered section as a place to recover.

Corridor of Carnage

Start

Grab everything you can from the Safe Room and then peer through the bars of the exit door, checking to make sure the coast is clear. Then step into the initial corridor, ready to strike foes—even those surprising you at close range - before they can strike.

6A

Move to the end of the corridor, which opens up into the tunnel, but beware of Common and Special Infected ambushes from the sides as you head down the ramp. There also are side areas to check for items.

Tip

Prepare for tunnel fighting, which has benefits and drawbacks already listed. How you're positioned is also important.

As you're not able to fan out in a tunnel, it is much easier to accidentally hit your teammates, so work out a system where two of you take point—one on the left side of the tunnel and the other on the right.

A third teammate should back up the two on point with longer-range weaponry, and a fourth should be consistently checking behind you.

Trouble in the Tunnels

6B

Step out into the curved tunnels and ignore the swan cars; they are deactivated. While one of your team rakes the dead end section of tunnel to your left, and another checks the cubbyhole ahead for items and lurking Special Infected, the others should hold this position from the enemies charging you from Location 6B.

Reconvene and push your way along the tunnels, passing two alcoves and weaving around corners (expect Special Infected incursions in both).

6C

Continue to battle, using a Belt Item if you need to, until you reach a junction to the maintenance room. Kill the swarms crashing through the ductwork before you push on.

Swan Maintenance Room (of Love)

6D

Location 6D is a small storage room you can access from an adjacent boiler room, too, and it is worth heading in to check for possible items, or if your team needs to take a temporary breather and heal or load up.

While one of you checks the exit door, ready yourself for a sprint across into the swan maintenance room. You may wish to clear the dead end to your right of foes, but if you're keeping moving, this isn't necessary.

6E

Once in the swan maintenance room, check the far-left corner for a handy item, and then immediately climb the stairs with the last teammate backpedaling to bring down anything chasing you.

Move around the catwalk to the exit door, taking down foes with ease as long as you have enough teammates on the catwalk who can aim.

Caution

Witches in the tunnels are a particular nuisance, as they are difficult to spot and harder to avoid once startled. For this reason, take care of Infected thoroughly and methodically.

And if you encounter a Witch, always switch your Flashlight off and step around her, keeping your distance. If you can't avoid her, check the Survivors and Infected chapter for tips on taking her down.

Death Down Below

6F

Run into the small, well-lit storage room and close the door behind you. Grab the weaponry you need while some of your team keep a look-out for foes coming down the small set of steps.

From here, move into an air-conditioning room, clear the area of minor foes, and check the location (6G) for any useful items. At the far end of the room is a hole in the floor. This leads to the continuation of the Tunnel of Love.

6G

Don't simply drop down and get swarmed by foes. While one of your team checks behind you, the rest should peer down through the hole and drop in a Fuel Can, Propane Tank, Pipe Bomb, or Molotov to thoroughly cleanse the area of enemies.

Next, each of you should drop down when the coast is clear (the first two should immediately face opposite directions so they can stop foes running in behind and in front).

Tip

The air-conditioning room (6G) cannot be returned to once you drop through the hole. Be very sure there aren't any Special Infected waiting at the ready to lash out at and grab the final Survivor in the room before they can drop with their companions because the team can't return to save them.

A Makeshift Exit

6H

Expect nothing less than a full-scale Infected fracas as you wade through the last curved path of the tunnel.

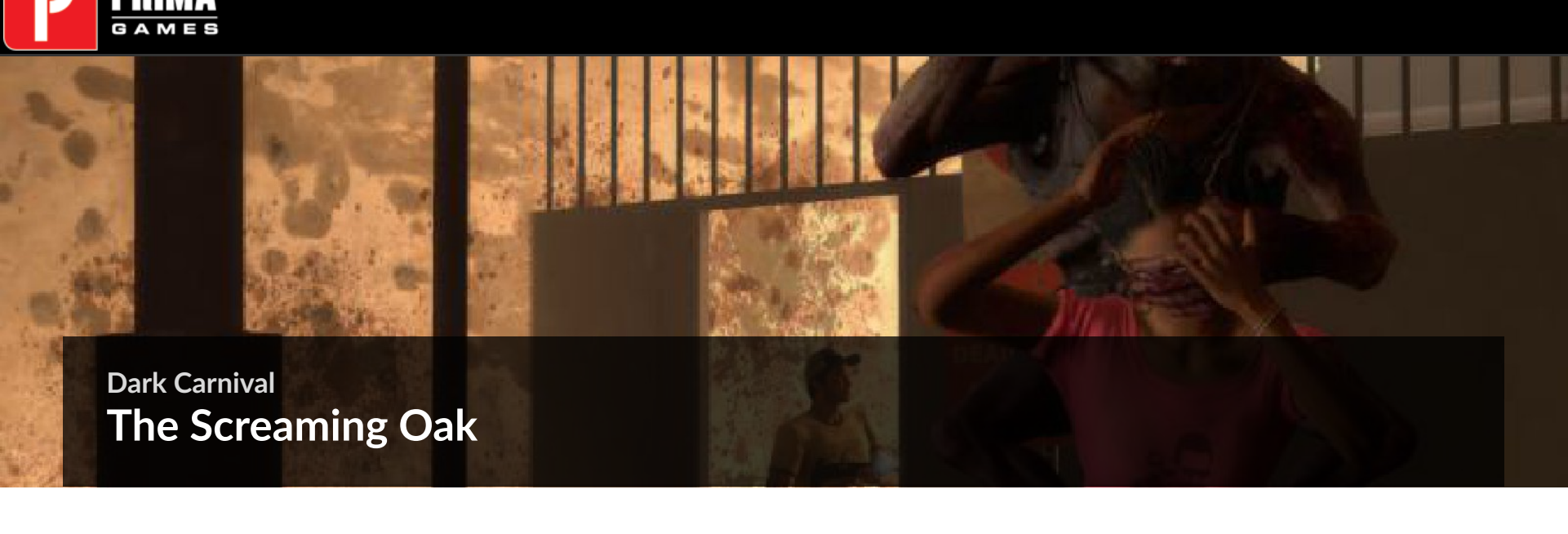
As you near the exit (7A), which is a hole in the right-side wall, you can optionally check the dead end ahead of you and also ensure that nothing is lurking in the last alcove on your left.

Effective Infected

The alcoves to the sides of the winding tunnels are an excellent place to grab and drag a foe, as is the catwalk in the swan maintenance room because it takes longer for the rest of the team to target a Smoker or a Jockey riding his victim

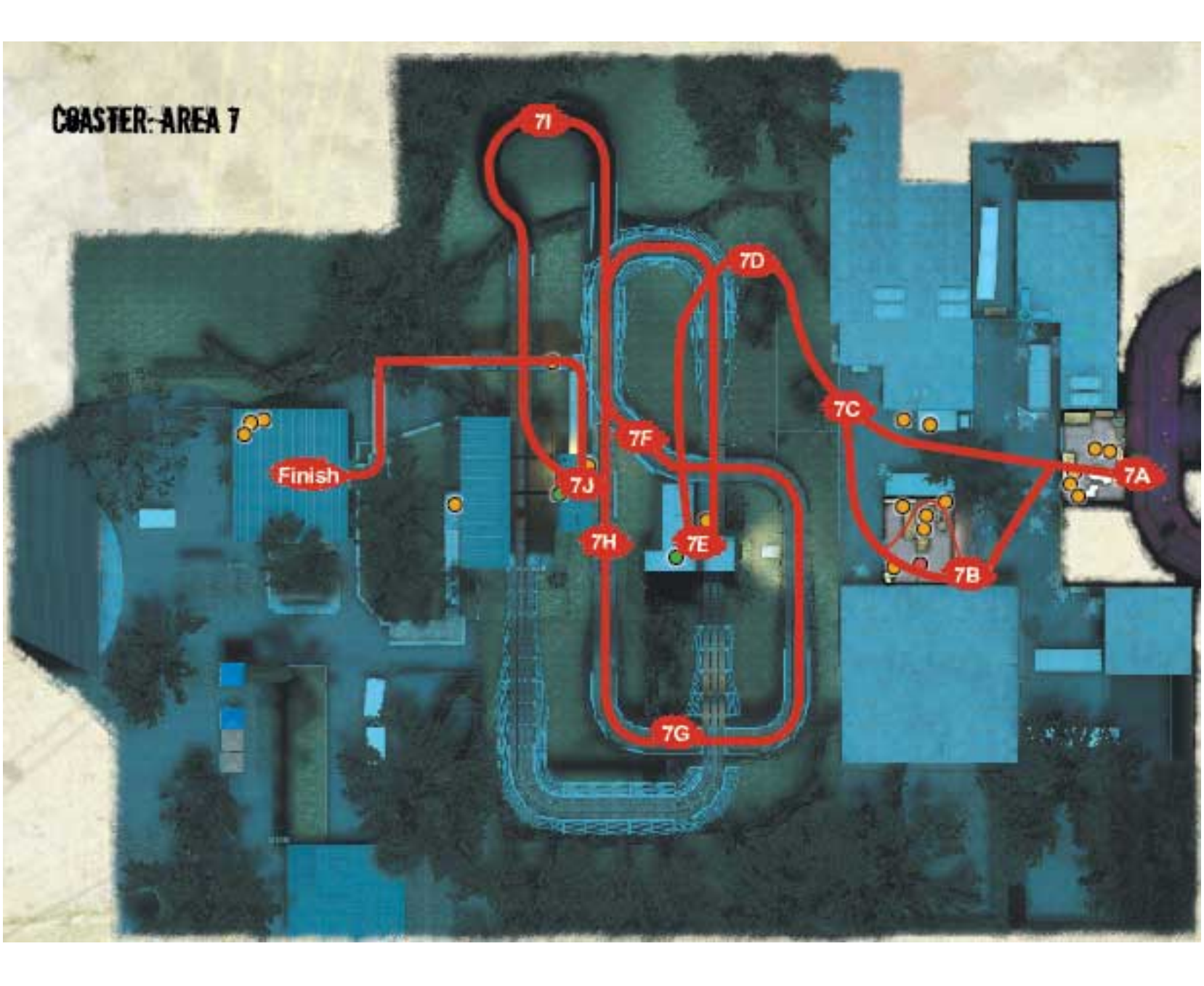
Any place where you can ambush a straggler is excellent, such as the hole in the air-conditioning room after three of the team drop down. You may also wish to plan your attack around the arrival of a more deadly Special Infected, such as the Witch (picture 1) or Tank (picture 2)

Another key to surprising your human foes in the area below the hole in the ground of the air-conditioning room is a ventilation shaft located in the dead end on the lower stretch of tunnel. It is only accessible by Special Infected; you can use the shaft to climb up and behind the humans and ambush them if they're hiding up there and refuse to come down



Dark Carnival

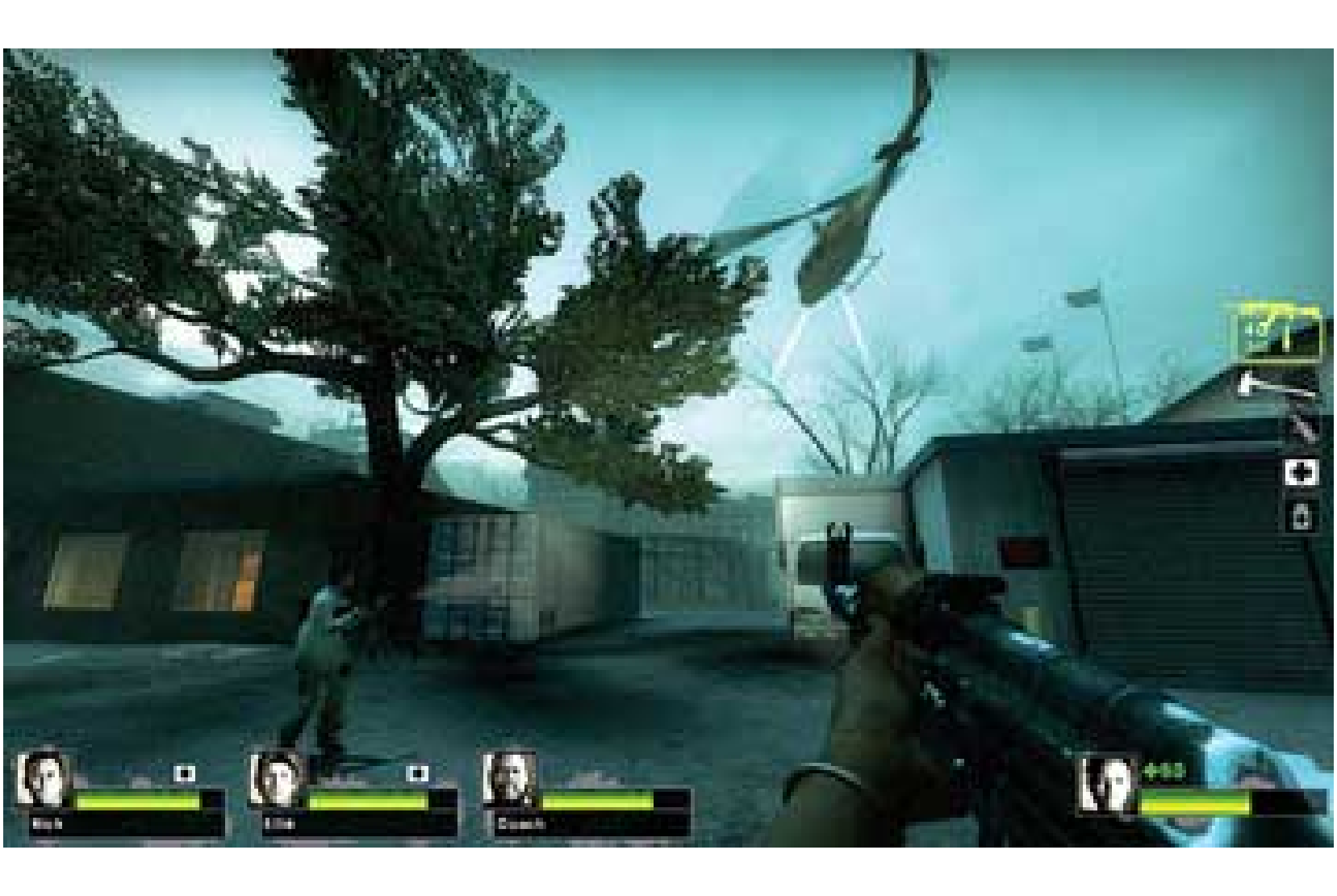
The Screaming Oak



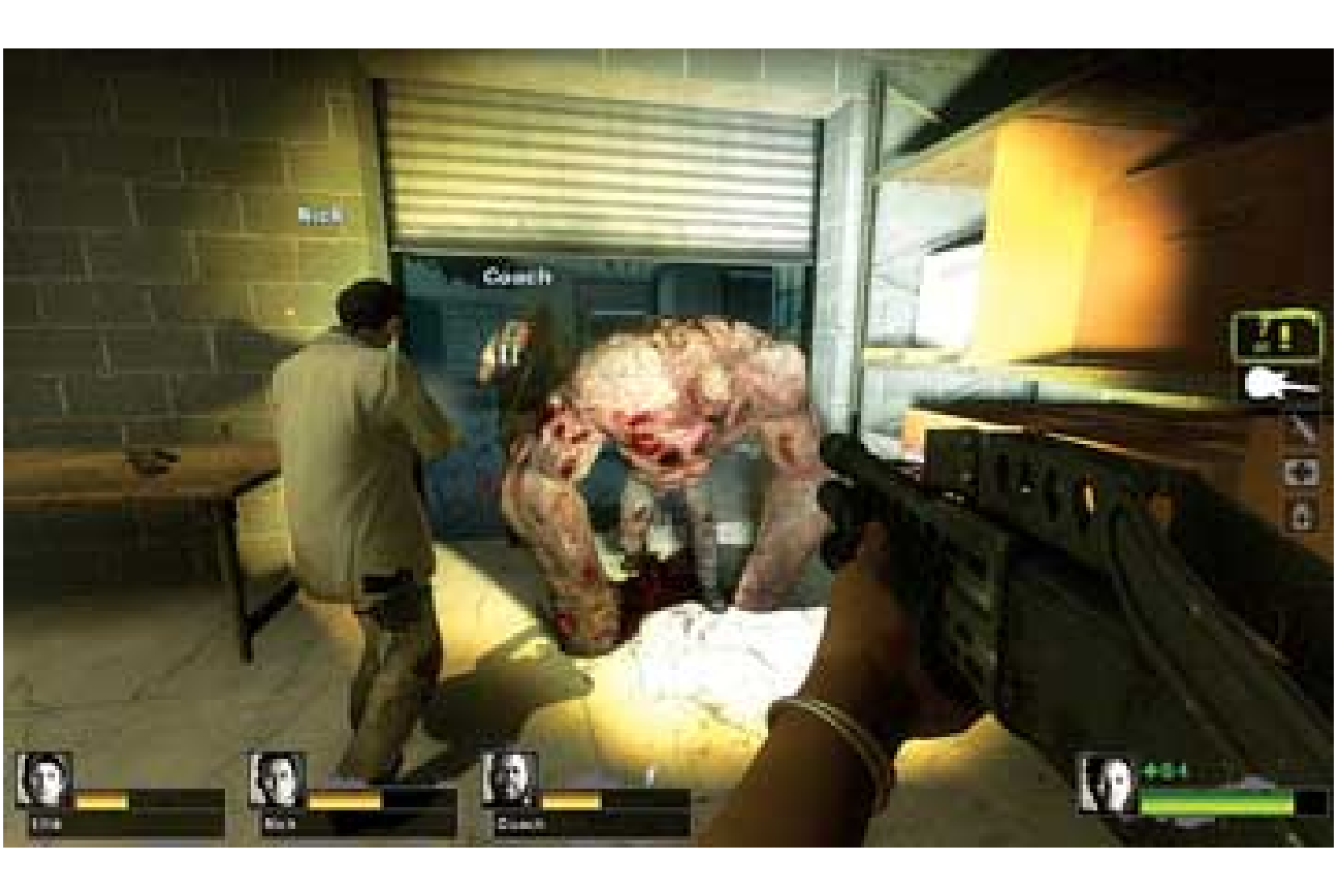
The Helicopter of Hope

Stagger out of the Tunnel of Love and have one of your team check the hole for rear-flank incursions. Check the small concrete cabin for additional hardware.

Then enter the yard with a large oak tree by a low brick building; a helicopter flies low overhead looking for Survivors.



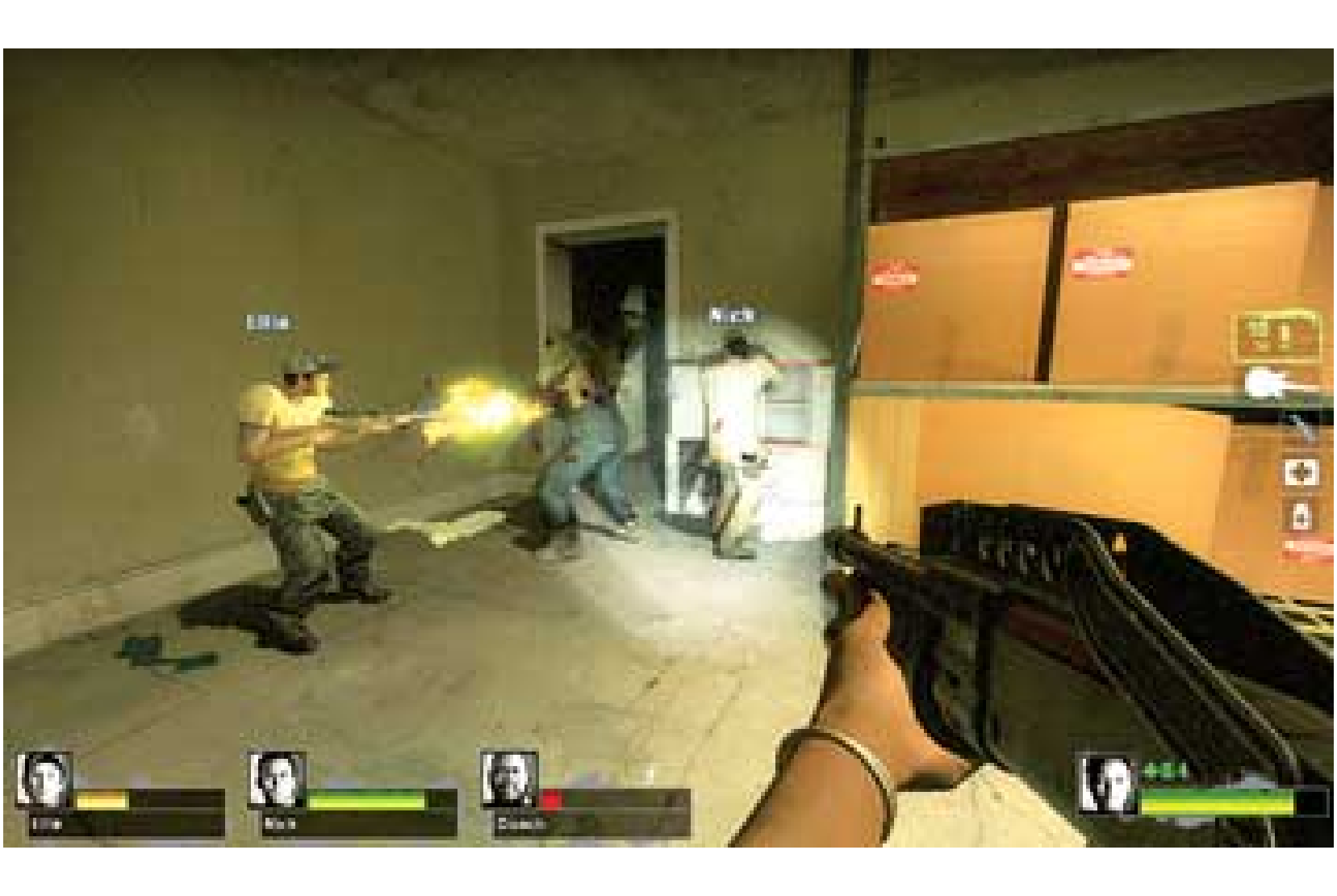
You might still get out of here alive, although that possibility becomes increasingly improbable if you're set upon by Special Infected just after you emerge from the tunnel



7A

First Aid at the Brick Building

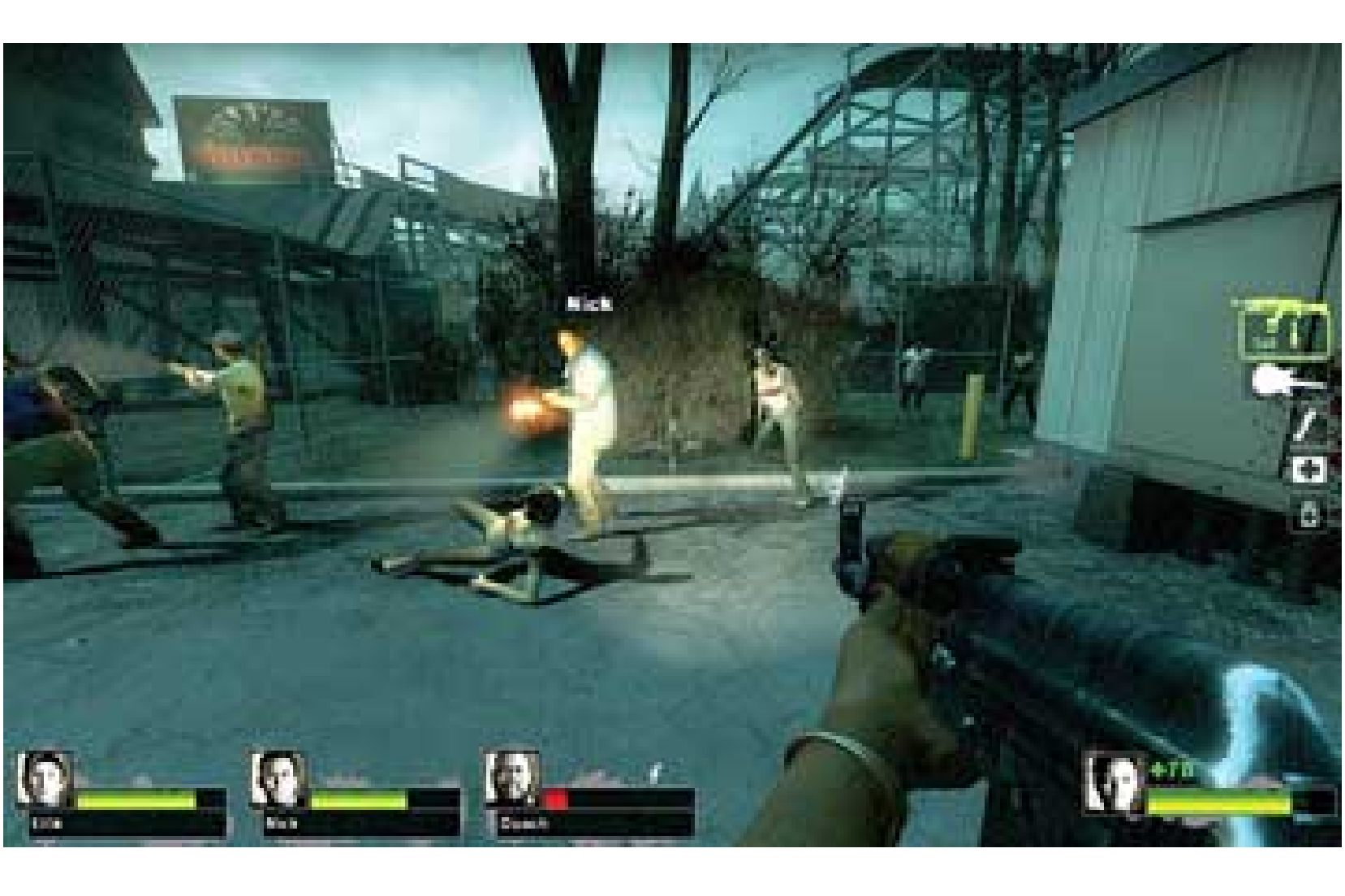
Move into the yard, and check the areas left and right of you if you wish. They both lead to dead ends, so don't get stuck there and overpowered by Infected. Also keep a careful watch above your head for annoying Special Infected waiting to ambush from the building rooftops in this area.



7B

You can simply sprint past the white truck to Location 7C, or move into the brick building (7B), while half of your group grabs healing items from the shelves and First Aid Station and the others guard the doors. You should expect a Special Infected when you open either door (as shown).

Rotting Folk at The Screaming Oak



7C

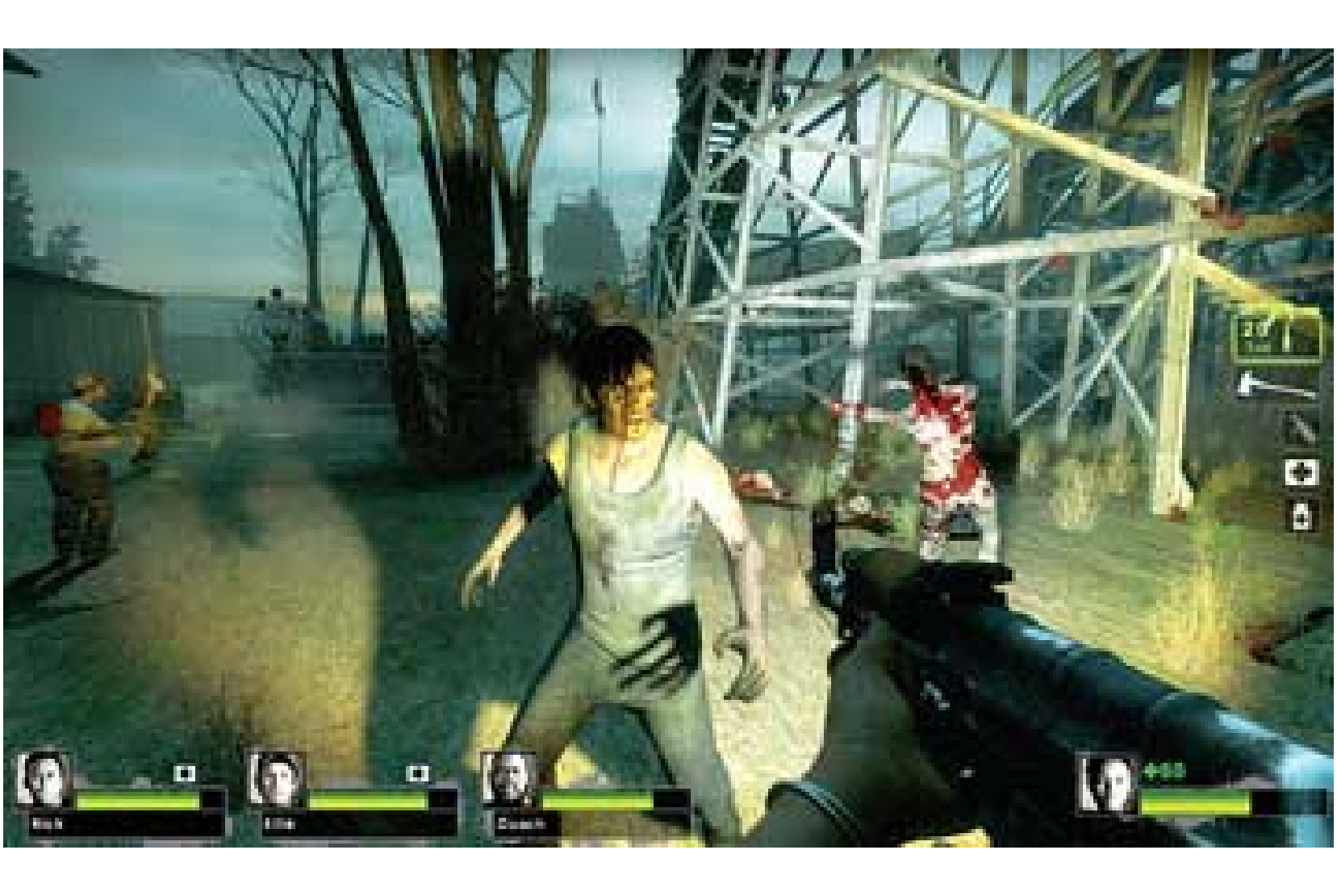
Exit the brick building or move from the back of the white truck to the grassy area near the perimeter fence for a giant wooden roller coaster known as The Screaming Oak.

Expect a heavy Infected presence here as you press on toward a fallen fence section that deposits you up and underneath the ride itself.

You may elect to distract mass Infected with Bile Bomb or Pipe Bombs to ensure that all four of you drop down onto the other side of the fence safely.

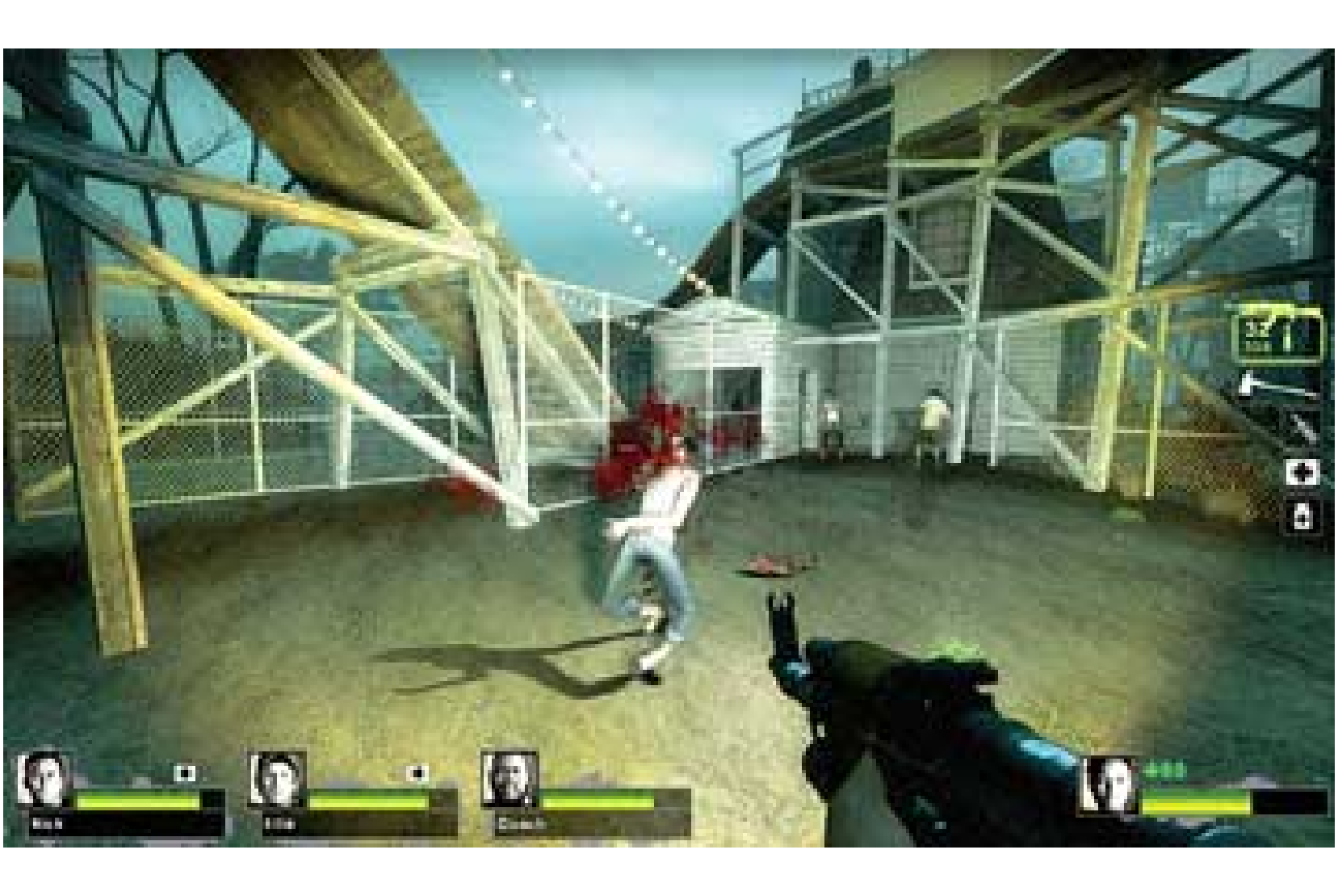
Powering Up the Coaster

When all four of you are safely over the fallen fence, make placid but steady progress around the bushes and under the wooden coaster supports. Head directly for the small "haunted house"-type building that houses the coaster machinery.



7D

As you near the house (picture 2), quickly move and flick the switch that activates the ride. Do this as fast as you can because you're currently completely enclosed with no means of escape!



7E

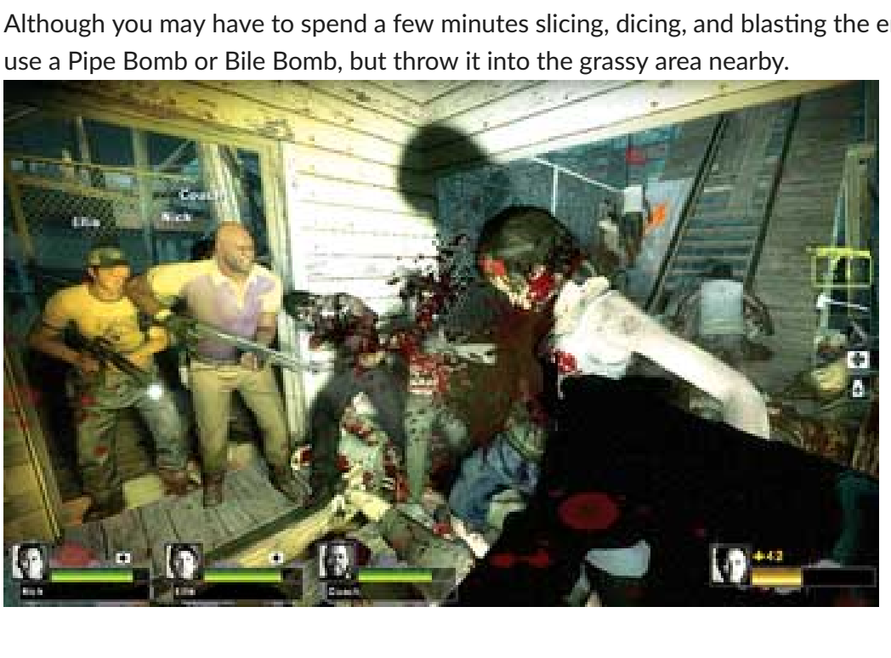
Tip

As soon as you summon the coaster, the Horde hears the noise and you're besieged by the undead. At this stage, each team member should have a full complement of weaponry and items, including some Adrenaline.

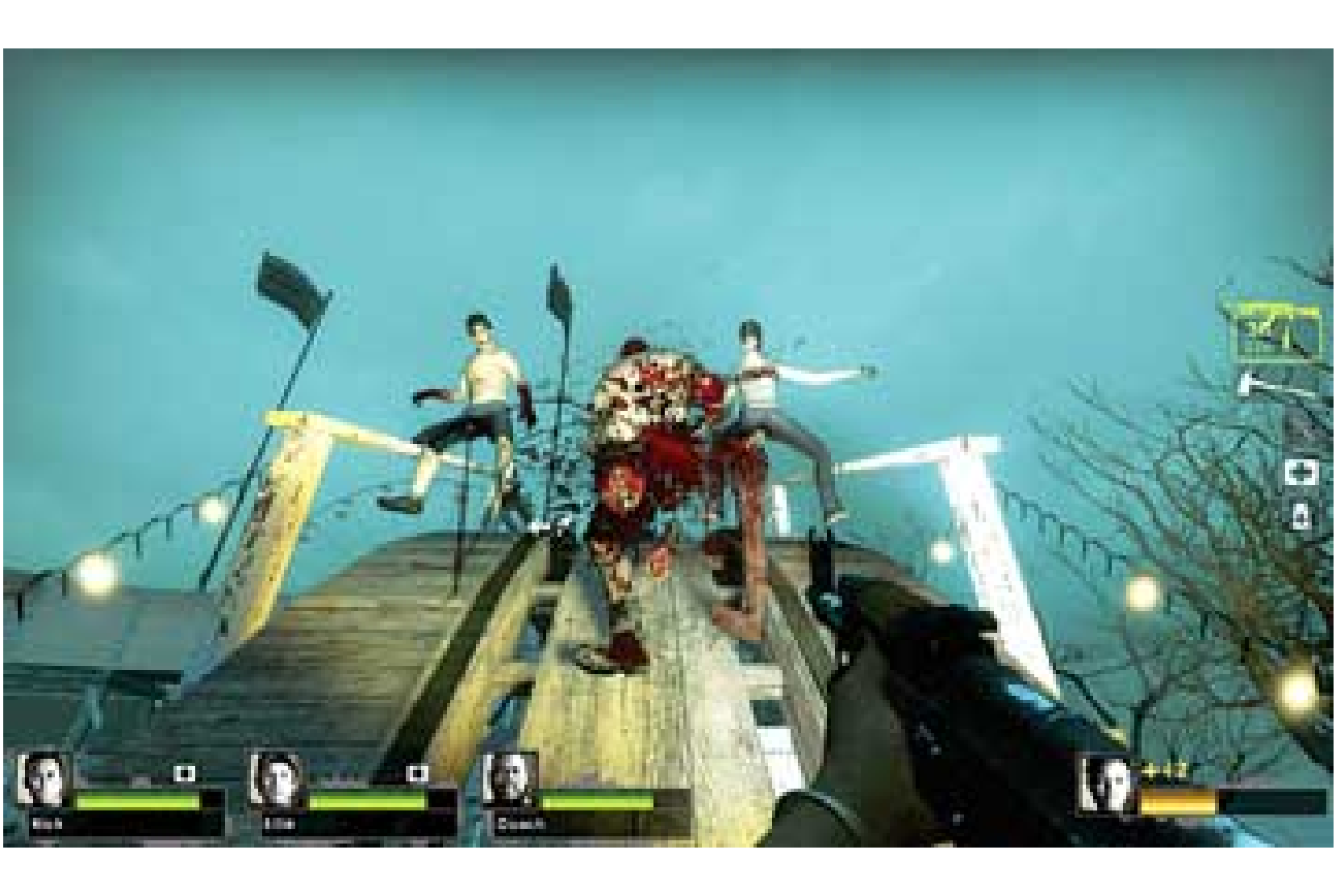
Wild Ride Part 1

The first problem to overcome is the mass of Common Infected that are about to gnaw you to death. Once the orange security gate swings back, pile into the coaster track at Location 7E and try to climb the rise.

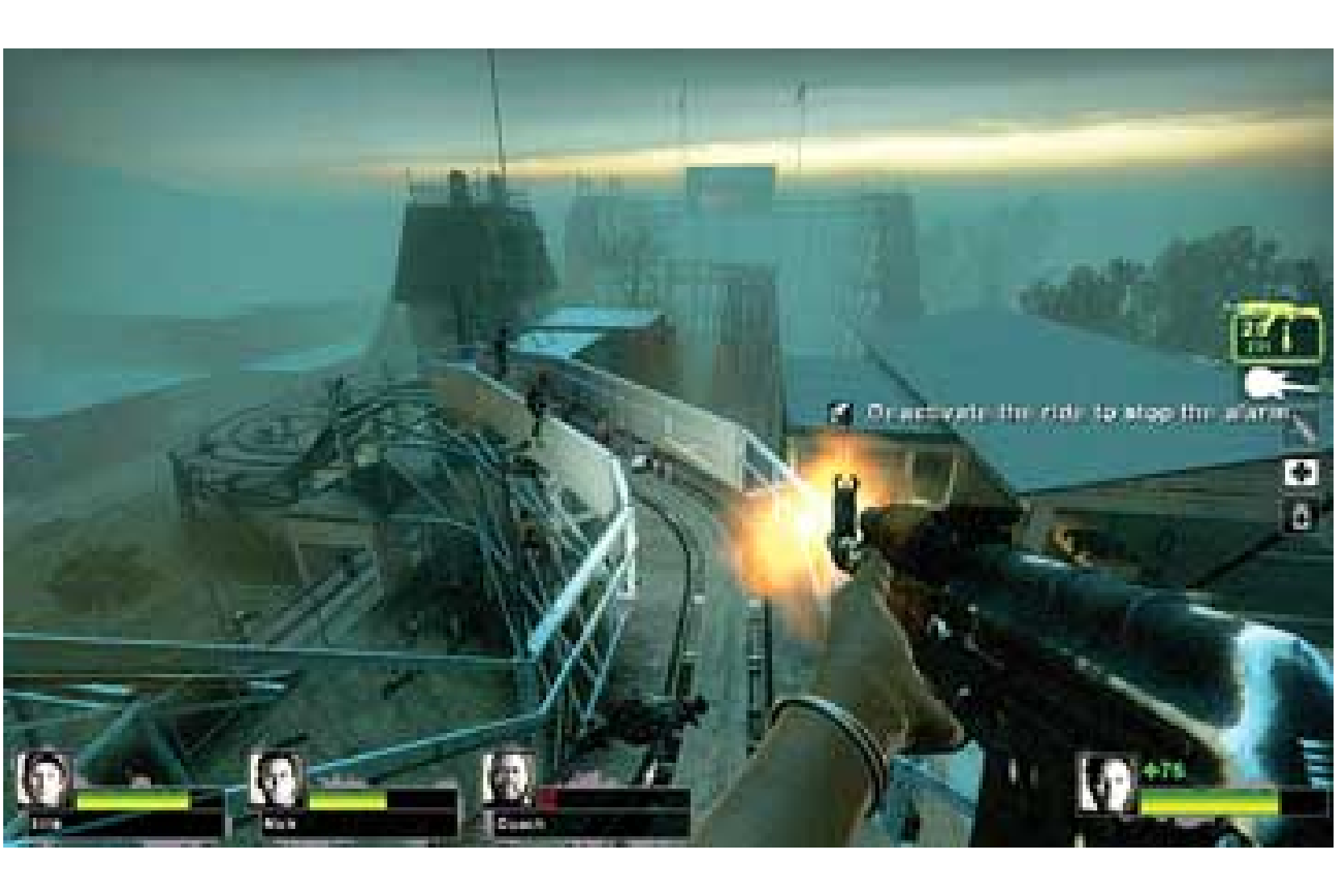
Although you may have to spend a few minutes slicing, dicing, and blasting the enemies (picture 1). This is an excellent time to use a Pipe Bomb or Bile Bomb, but throw it into the grassy area nearby.



With all your team ready, run up the first (very steep) roller coaster rise (picture 2), and be extremely careful, as this is a favorite place for a Charger to run straight through all four of you!



Follow the track around the left U-turn and to the small dip down (7F; picture 3). You can snipe at targets scaling the coaster walls, but these appear continuously, which means you must keep moving.



7F

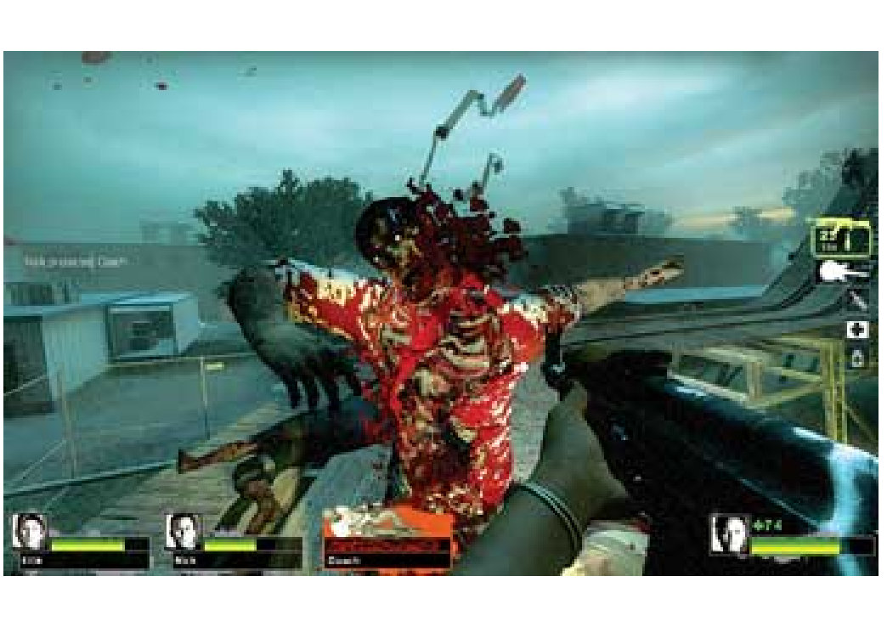
Tip

It is wise to figure out just how you're going to navigate this coaster because you must venture across almost the entire structure (from Location 7E to 7J). Have a Melee Weapon-carrying leader and a backup who's carrying a Shotgun or close-assault weapon.

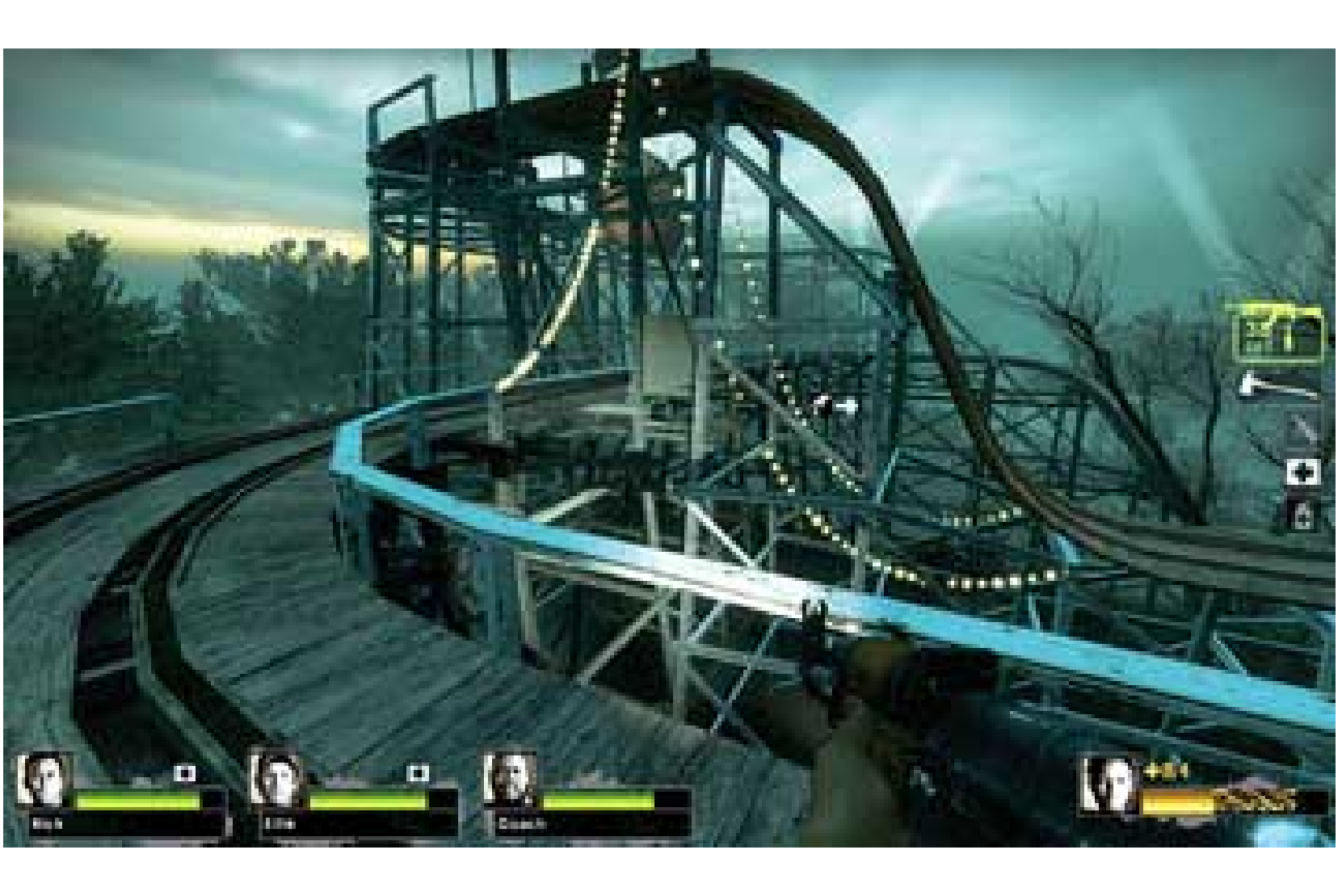
Add to this a marksman who can bag Special or far-off Infected. Finally, someone needs to bring up the rear and check for Infected running in from behind, which will happen!

Wild Ride Part 2

Continue your roller-coaster rampage by moving down the undulating track and around the corner, cutting down foes before they reach you (picture 1). If you fall off the left side, you begin the run again (if you're not overrun, that is).



If you drop off the right side, you need to locate the illuminated ladder near the haunted house at ground level (the top of the ladder is just visible on picture 1, as is the white truck back at location 7C). Continue along the coaster track, move up the rise and around the bend that goes underneath an upper section (picture 2), which you never stand on.



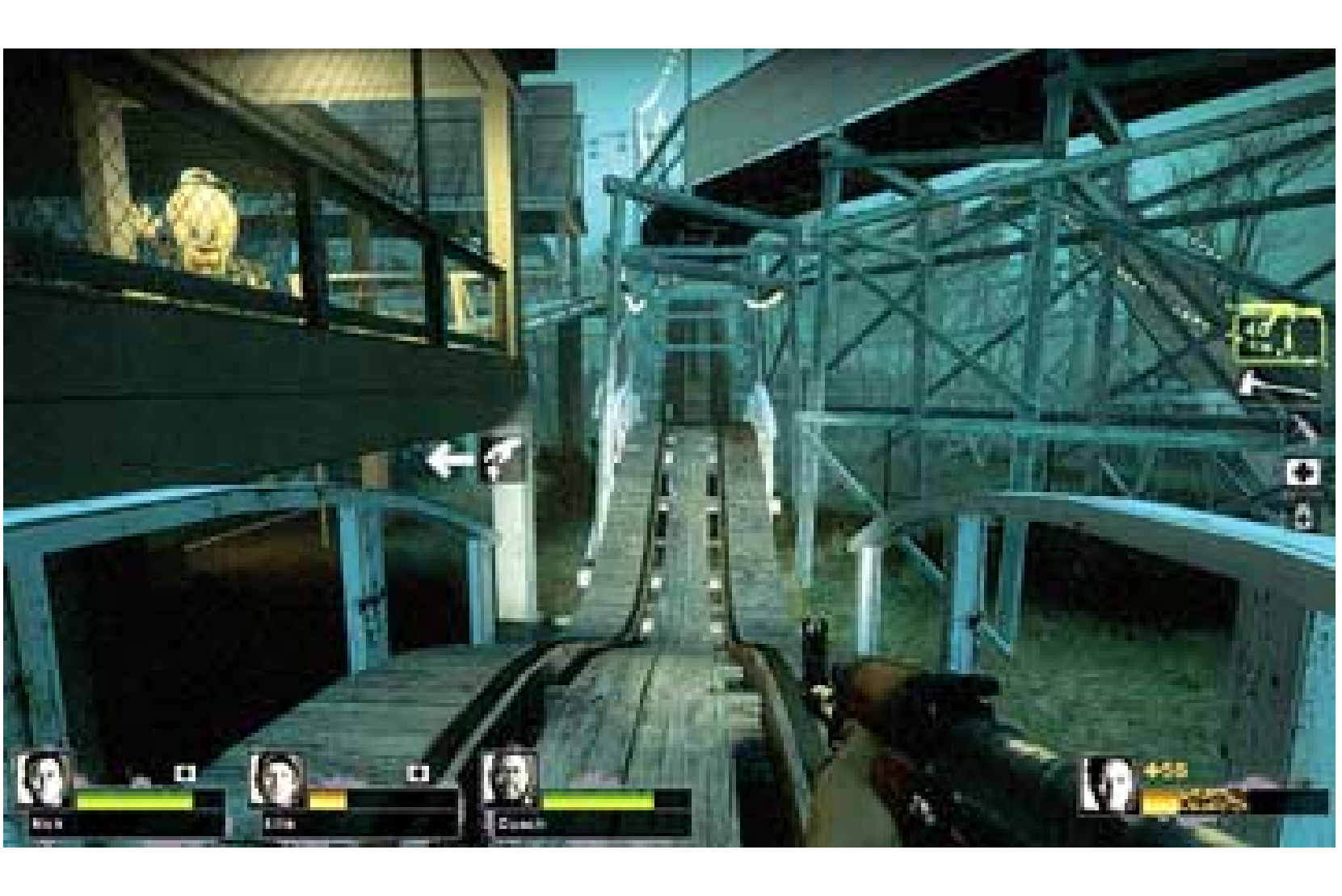
7G

Tip

Standing around in one place, repelling the Infected? This is a sure-fire way to get split up, run out of ammunition for your Primary Weapon, and finally be overpowered. Continuously moving forward? That's more like it!

Wild Ride Part 3

The coaster track descends on an undulating (but straight) path past the opposite side of the haunted house, so continue your running and gunning as you pass a section of the coaster that is lit and features Lil' Peanut waving at you (as shown). This is the place to switch that damned alarm off!

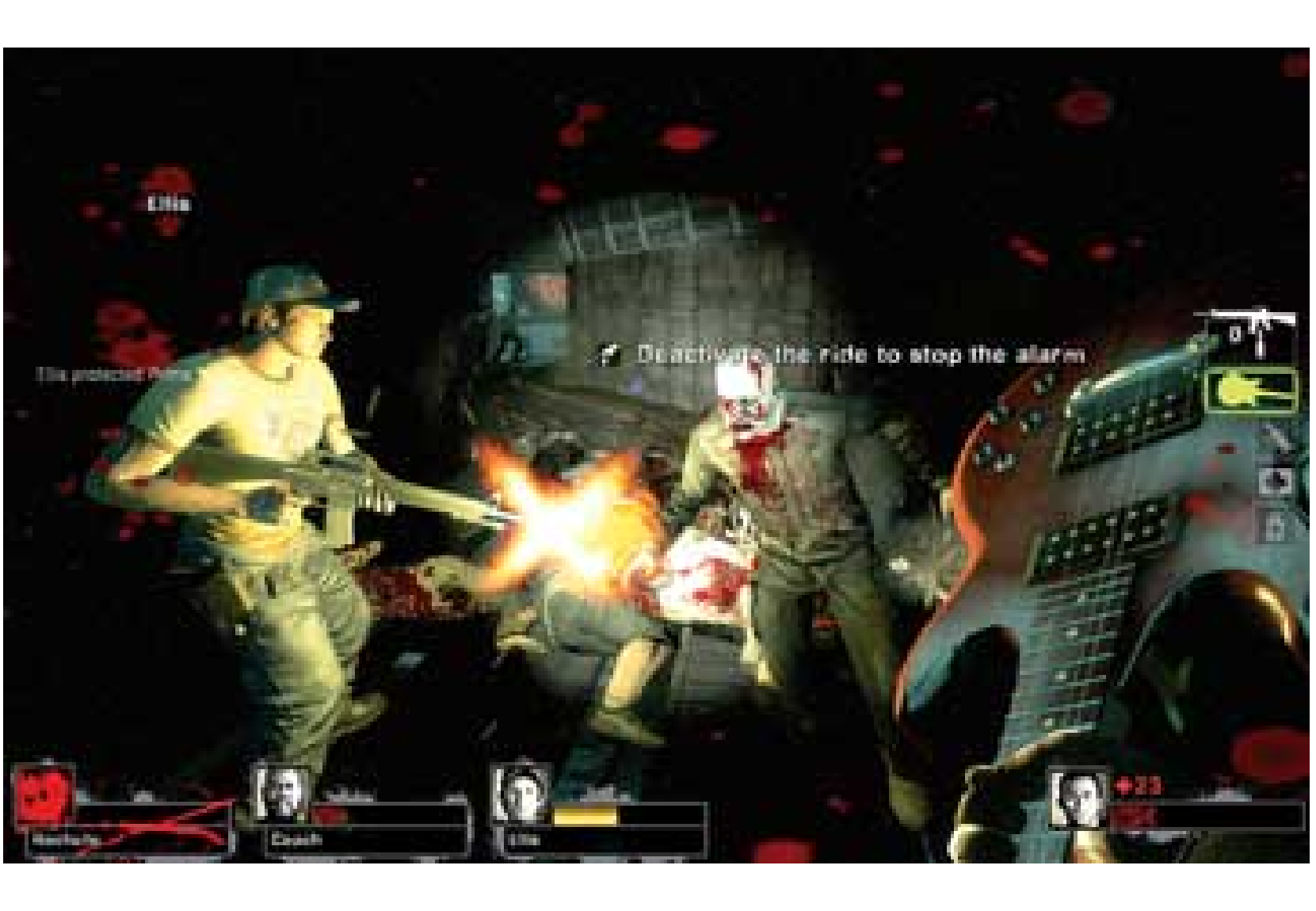


7H

Tip

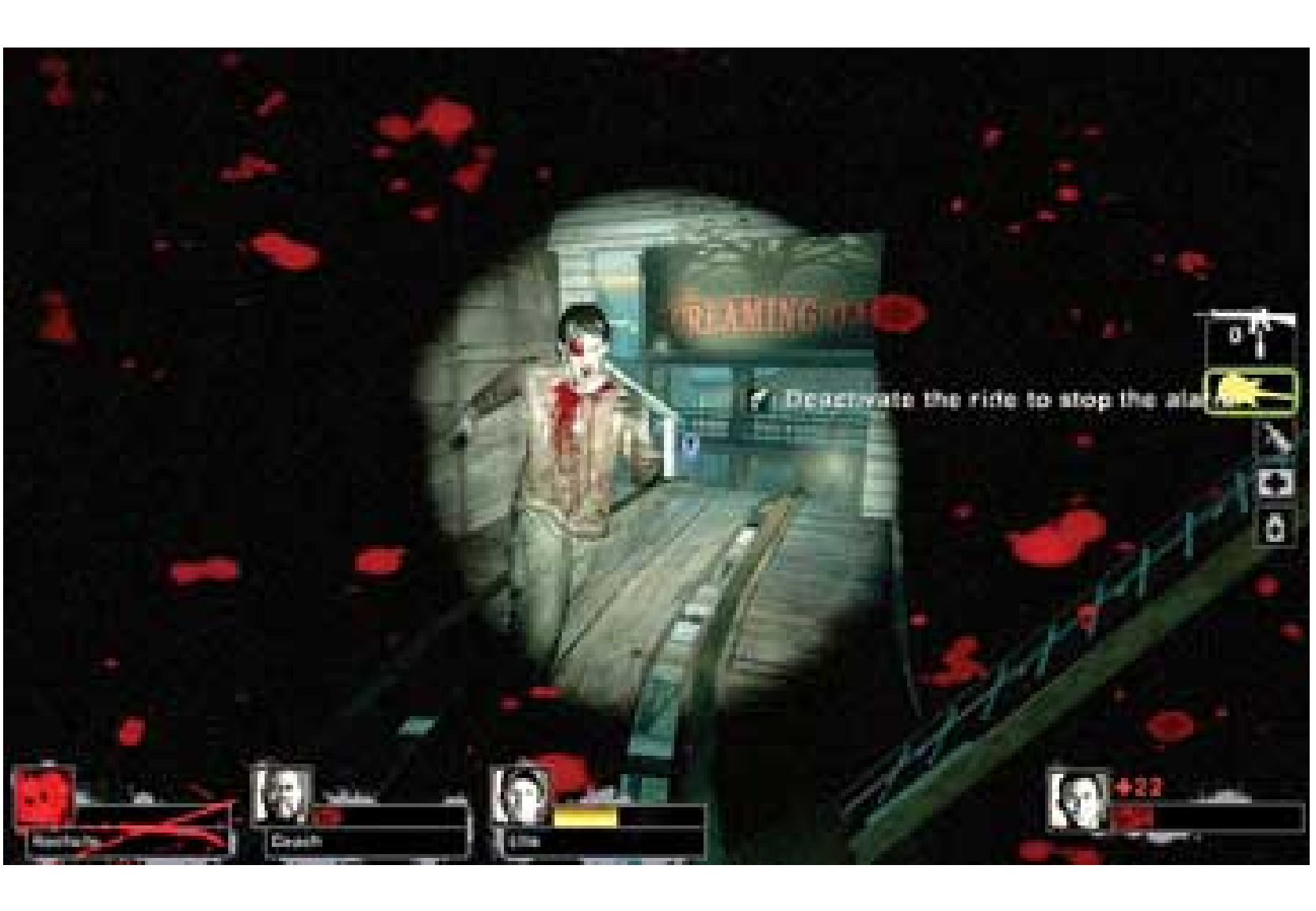
You should realize you need to deactivate the ride to stop the alarm (and the Horde). It is always better to try to run for the controls at Location 7J and complete this task, than to pause and help a teammate. Remember, the Horde is continuously coming until that damn alarm is off!

Wild Ride Part 4



7I

Continue into the covered tunnel (7I; picture 1), which is an excellent place to heal as long as two teammates guard either end (picture 2) and take down the approaching foes while the other two heal. This is also a reasonably safe place to wait for your team to catch up, as you're enclosed, Infected can only attack from the exits, and Special Infected can't pull you off the track.

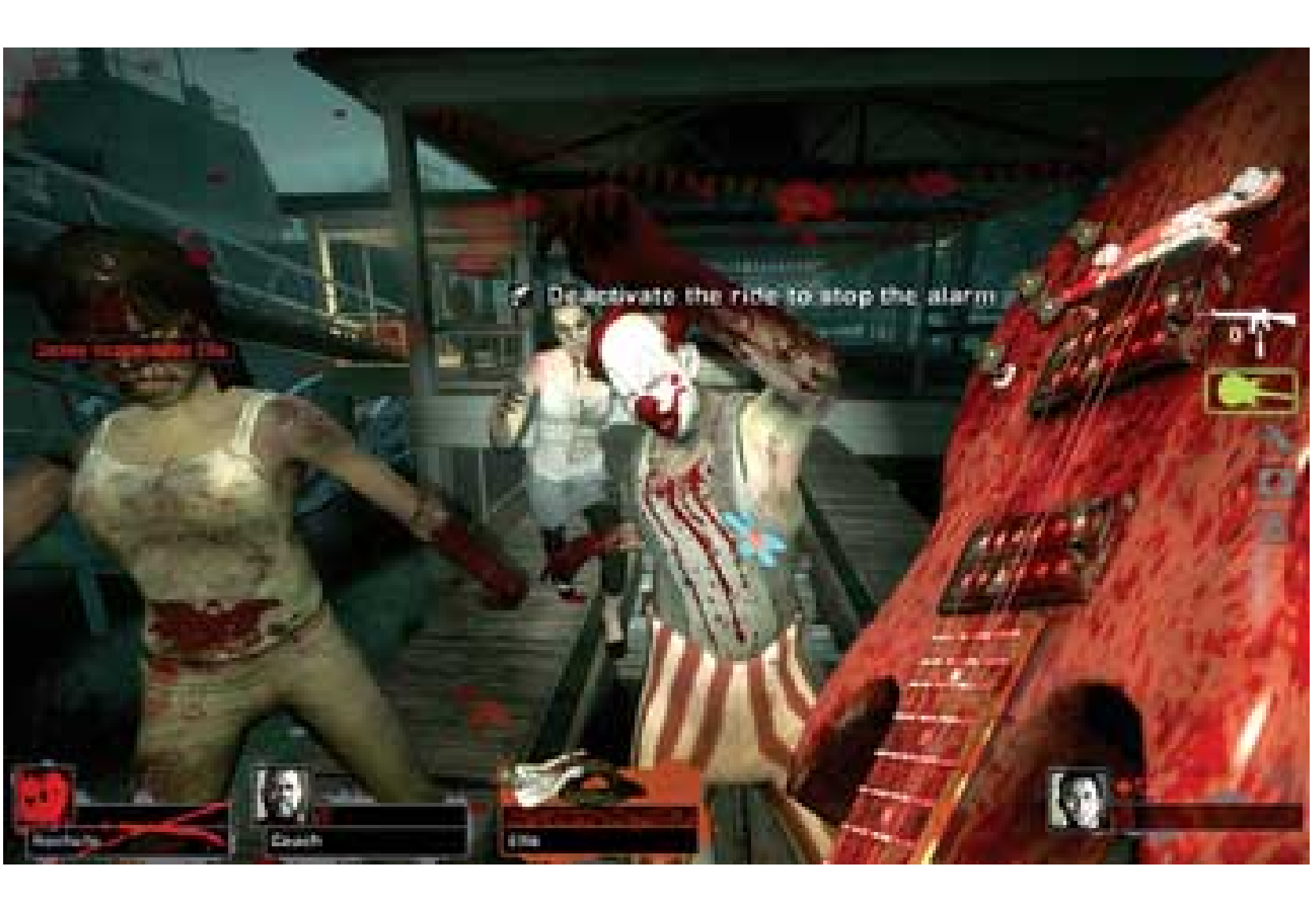


Tip

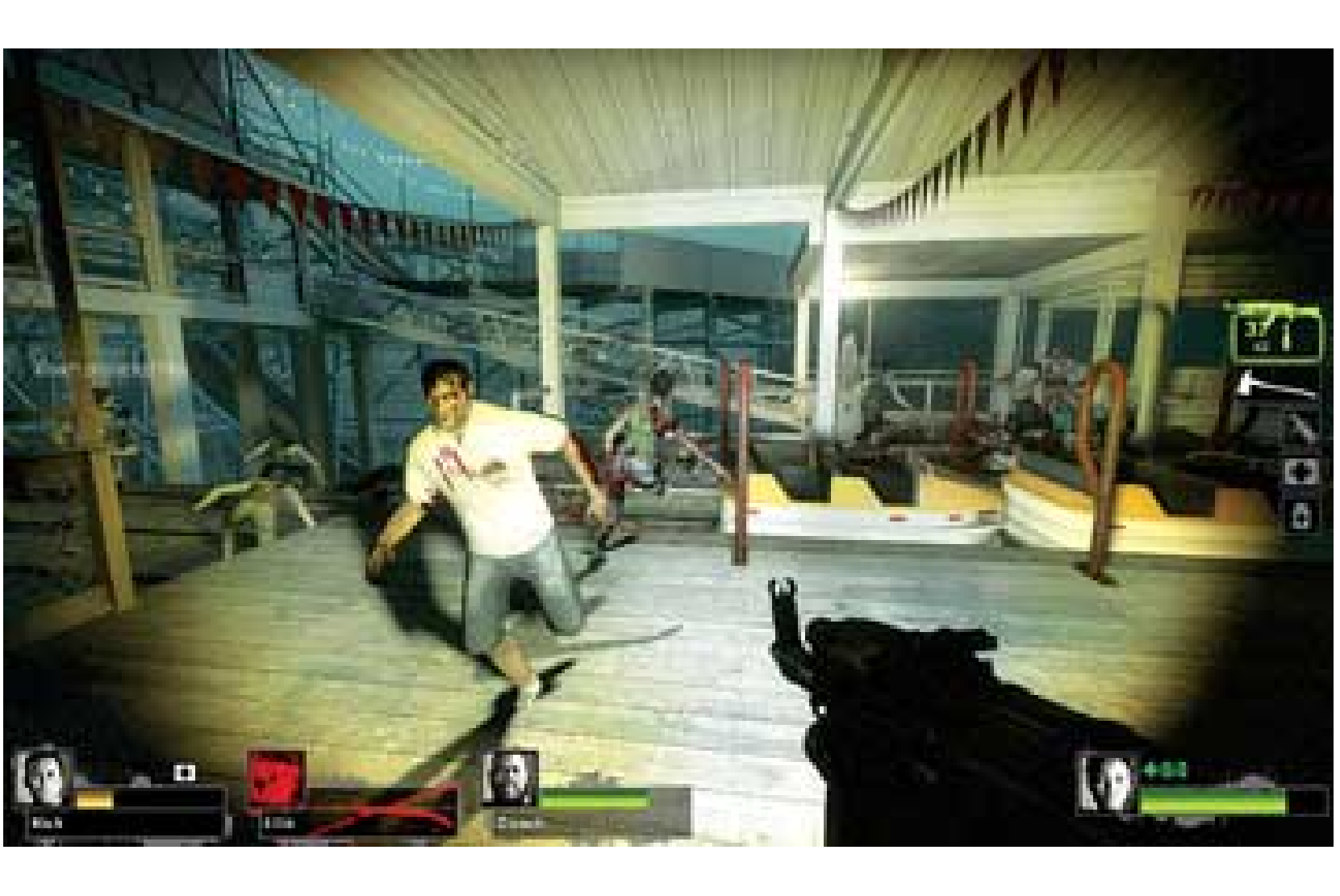
If you fall off the track between Locations 7G and 7J, make your way to Location 7H, where the track meets the ground, and reboard the coaster there.

Wild Ride Part 5

Head out of the covered tunnel, ideally brandishing a Melee Weapon (picture 1), and cut your way toward the switch deactivating the ride. It is of paramount importance that you flick this switch, as the Horde will eventually dissipate rather than remain a continuous threat. Sprint, jog, or hobble your way on to the switch.



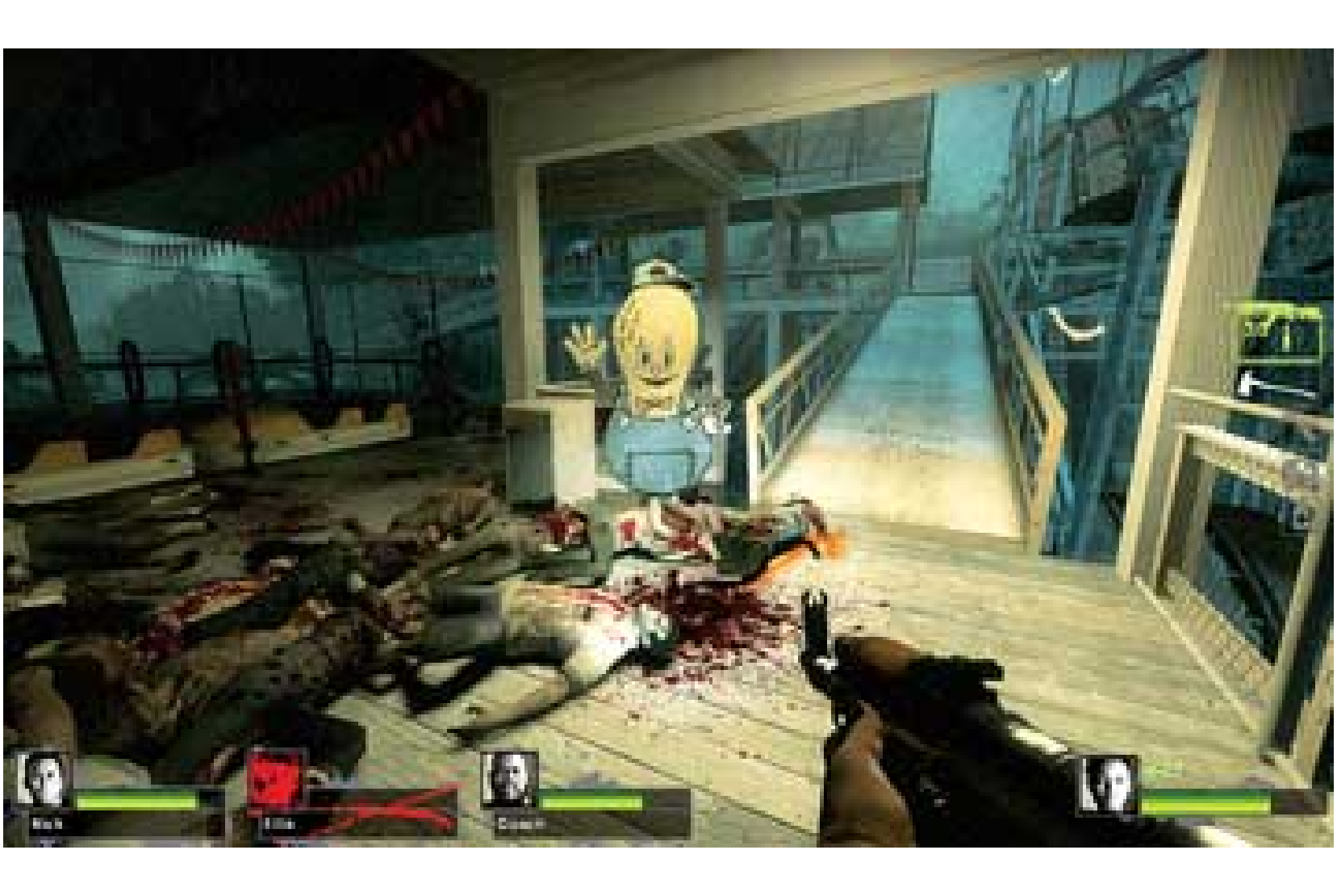
Then pause there to heal yourself while (hopefully) a teammate guards the switch area so that nothing can savage you. When you're recovered, join the rest of the team in raking the remnants of the Horde on the platform where the coaster cars come to rest (picture 2).



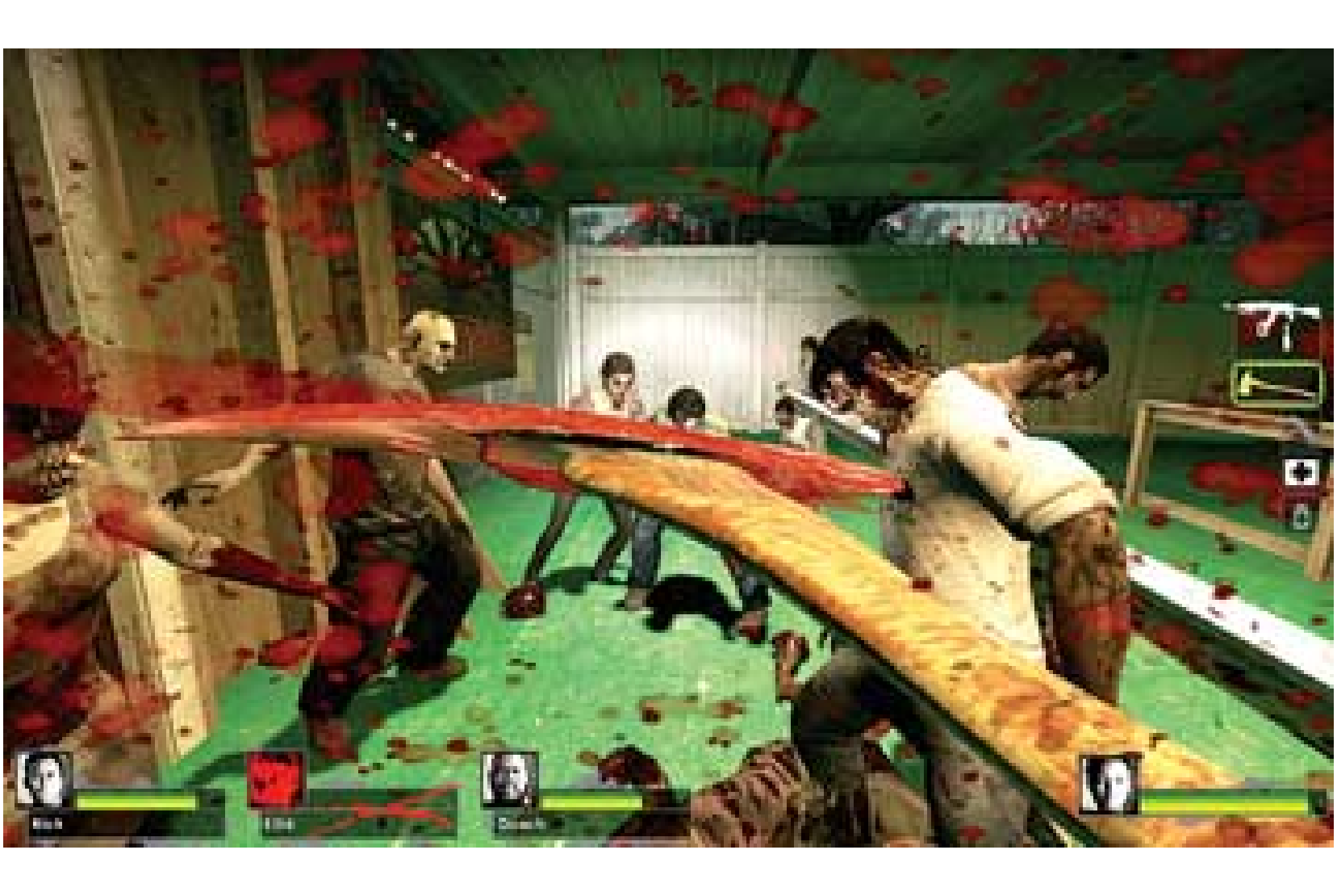
7J

Lil' Peanut Leads You to Safety

Once the coaster is shut down, find the standee of Lil' Peanut waving at you and then head up the ramp and across the bridge to escape this area. Cross the bridge, and move down the multi-stage ramp into the green-carpeted waiting area for the ride: the Safe Room for this leg of the campaign.

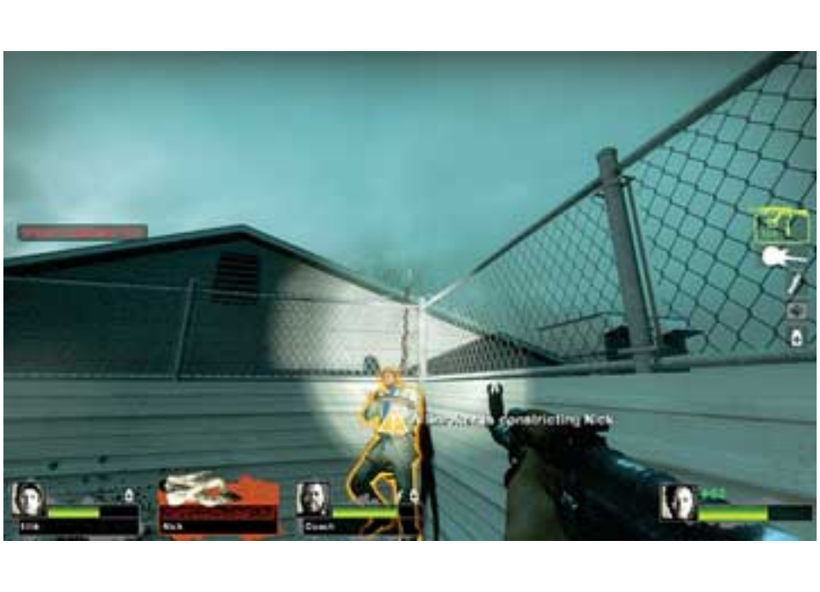


In this example (picture 2), somebody didn't check to see if the team was being followed; remember to always stand at the door and offer covering fire until all teammates are inside. You can't close the door until you're the only four beings standing!

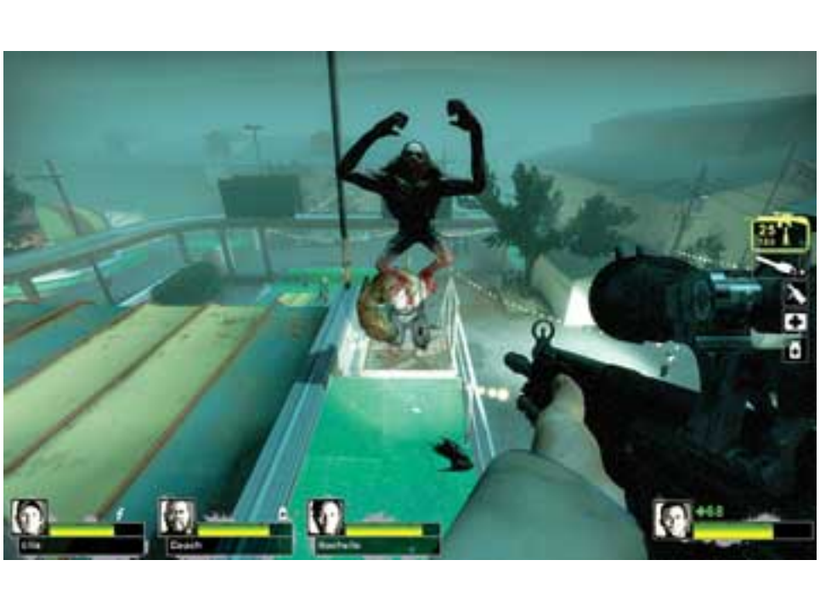


Effective Infected

Use the wall-climbing trails when the Survivors emerge from the Tunnel of Love; they're likely to be battered, bruised, and won't be looking up



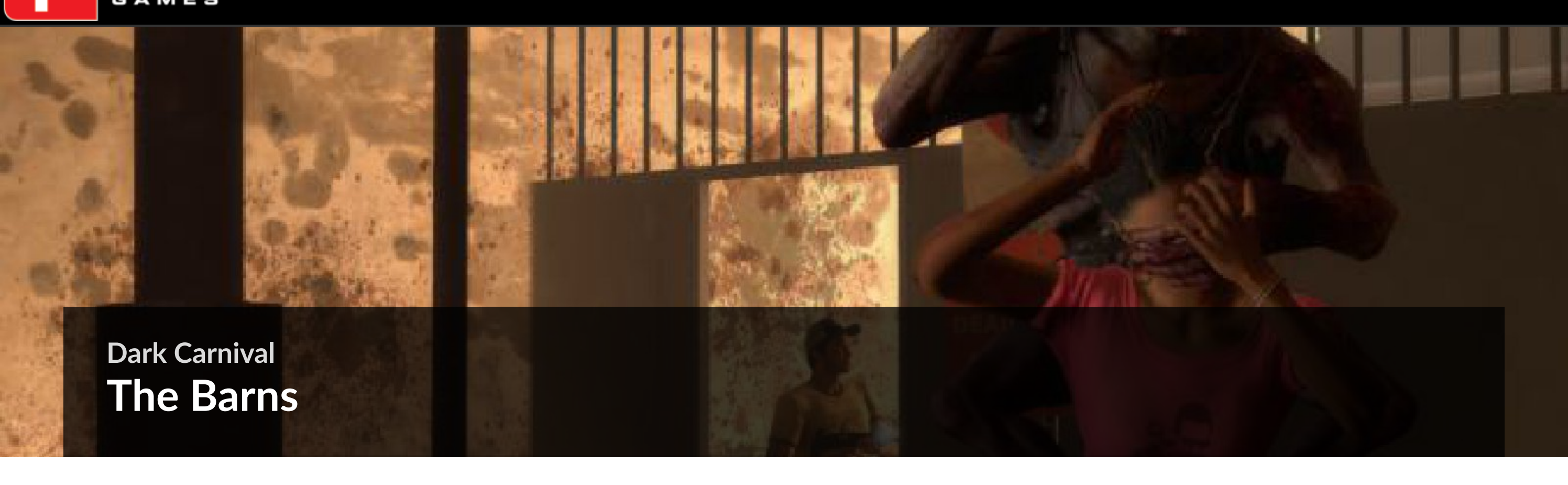
Station a foe inside the brick building to ambush the humans when they open the door, and concentrate simultaneous attacks at the fallen mesh fence (near 7C) so that you can drag a human foe to their death after the others cross.



On the coaster itself, the narrow track makes barraging into foes, especially at the top of the first rise (picture 1) with limited visibility, a real thrill!

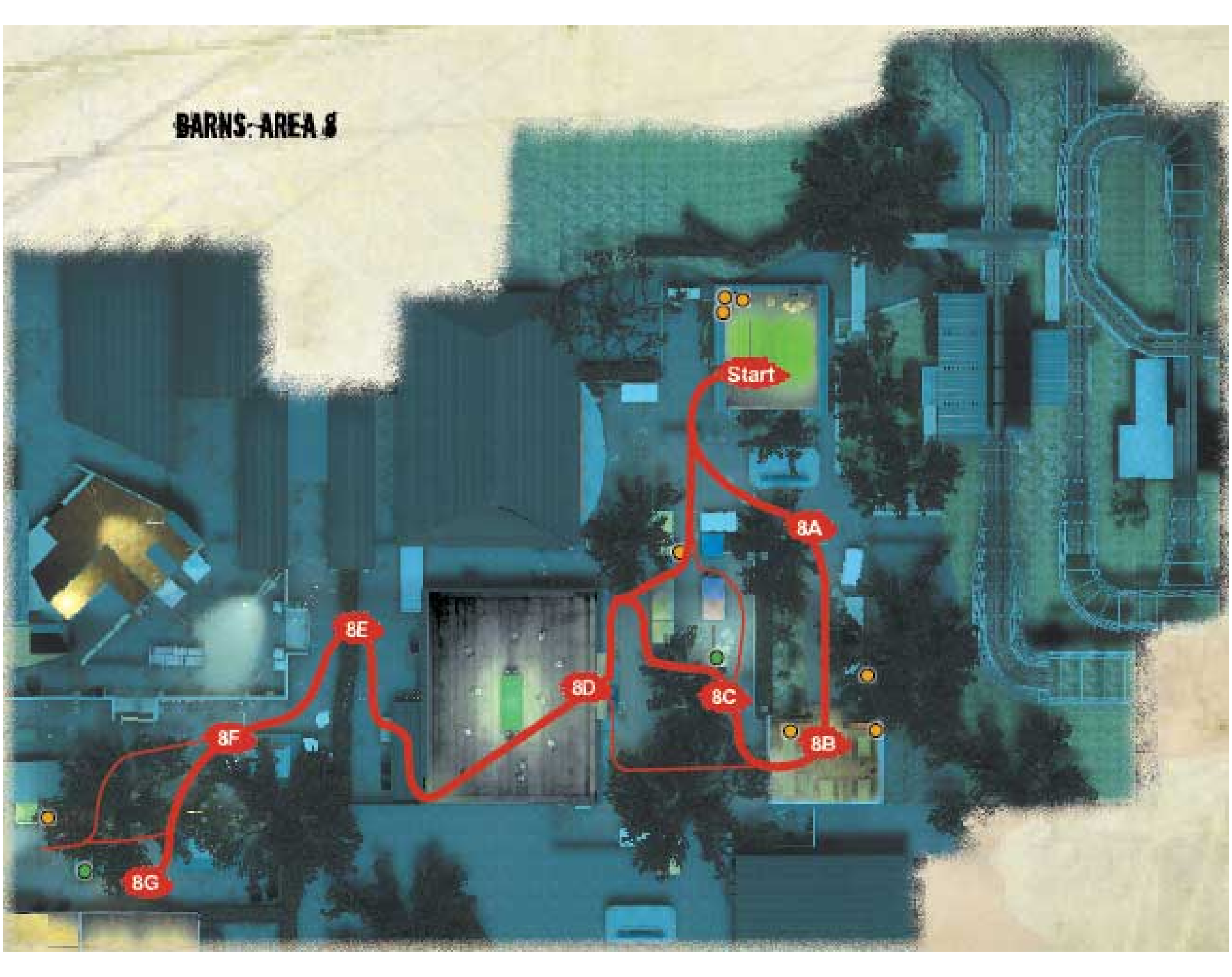
As the Horde is constantly attacking, the humans must attempt to reach Location 7J. Therefore, their route is predictable and you have the upper hand. Drag foes off the track by any means necessary, such as hiding in the bushes (picture 2).

Pushing, pulling, or riding them down onto the ground makes their task of getting back up on the track that much harder. You should prowl the areas where they rejoin the track, too.



Dark Carnival

The Barns



Seeking the Stadium: Barns Overview

Named after the petting zoo located in three large connecting outbuildings, the barns are now home to a large collection of rotting animal corpses. But before you visit them, you must navigate a food court with barker huts and burger vans en route to your second encounter with Moustachio.

After testing your might, test your mettle in the bumper cars (beware of Tank s!), and wind your way to a raised area with more carnival sheds to check out (Area 8), including the third and final Moustachio encounter.

Then weave through and over the roof sections of the barn, dash to the switch at the turnstile (Area 9), and gate-crash the stadium itself. Bring a shot of Adrenaline and something sharp you can swing wildly, too.

+ Taking a shot of Adrenaline solves the first Moustachio game and allows you to sprint easily through Area 8.

+ Try launching a grenade in the final Moustachio game and dive into the barn because it's easier to keep secure.

+ The turnstile and stadium entrance requires hacking, chopping, stabbing, and harsh language. But sprinting and Adrenaline make it better.

- The Tank is fearsome at the best of times, but when he uses bumper cars as projectiles, it's time to back away—quickly.

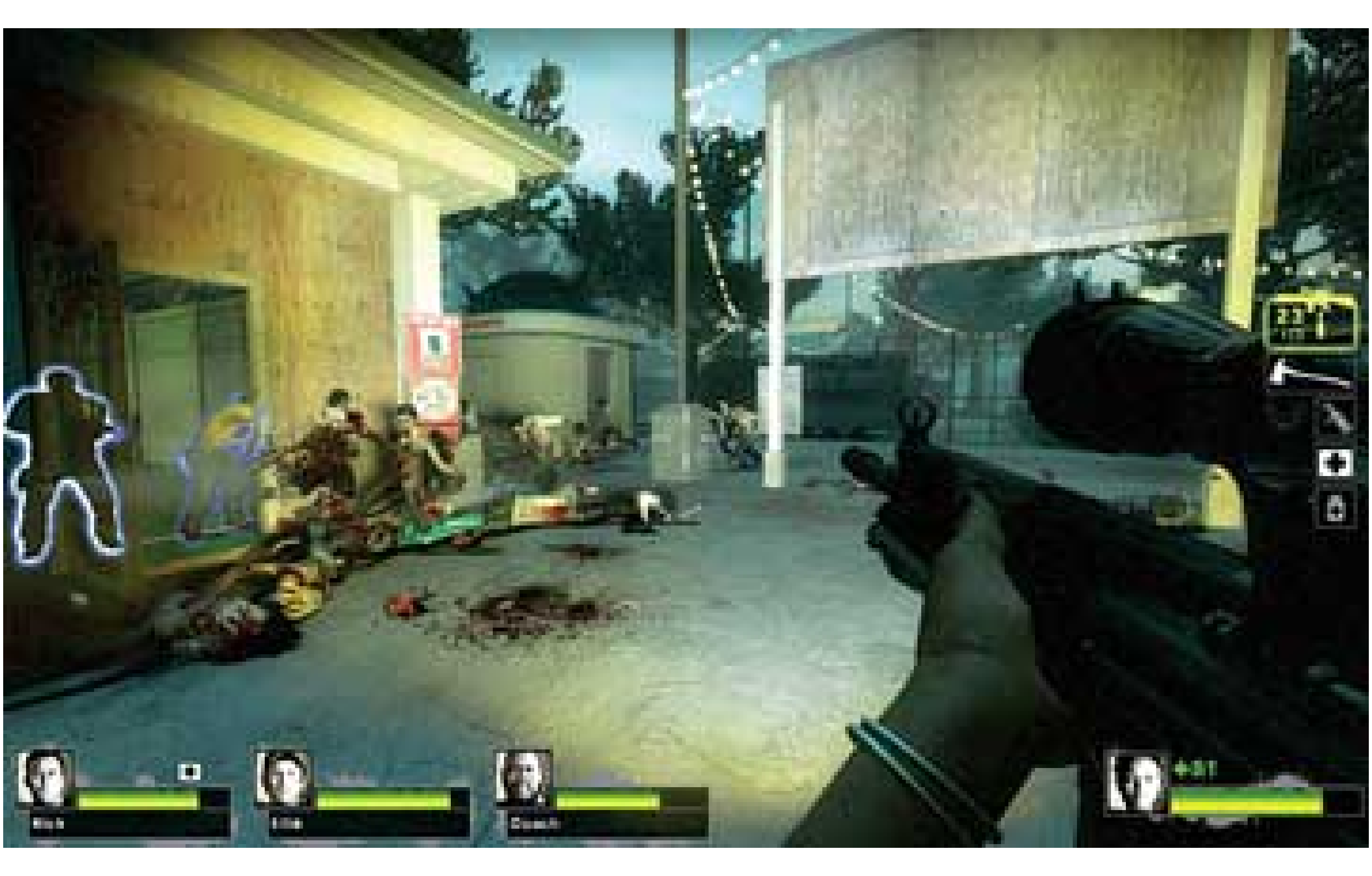
- The barn's interior areas are safer, but the roof is not, so keep away from the edges to avoid being pushed back down to the ground.

- The turnstile switch takes a while to activate, so don't get hemmed in by the Horde that arrives. Stay mobile.

A.I. Director's Cut

Your way to the bumper cars building doesn't always involve moving along the narrow pathway to the picnic room. Sometimes the fence in front of the barker huts is open, which allows you to access the area near the Test Your Strength machine immediately.

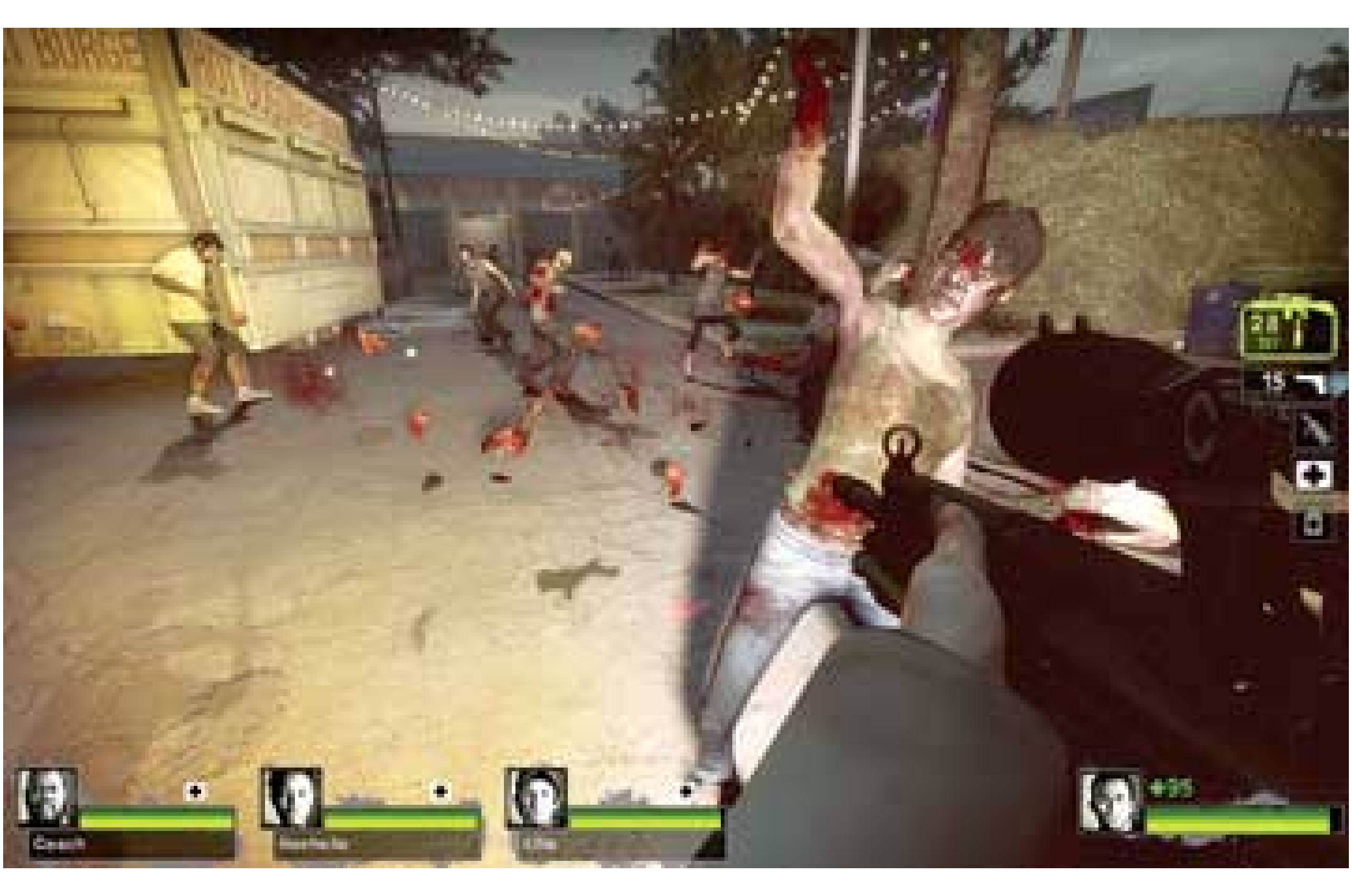
Slaughter under the Sign of the Oak



Start

When you're tooled up and ready to go, break open the barred door and have a couple of your team members stay behind in cover, coaxing any Infected milling about under the large Screaming Oak sign.

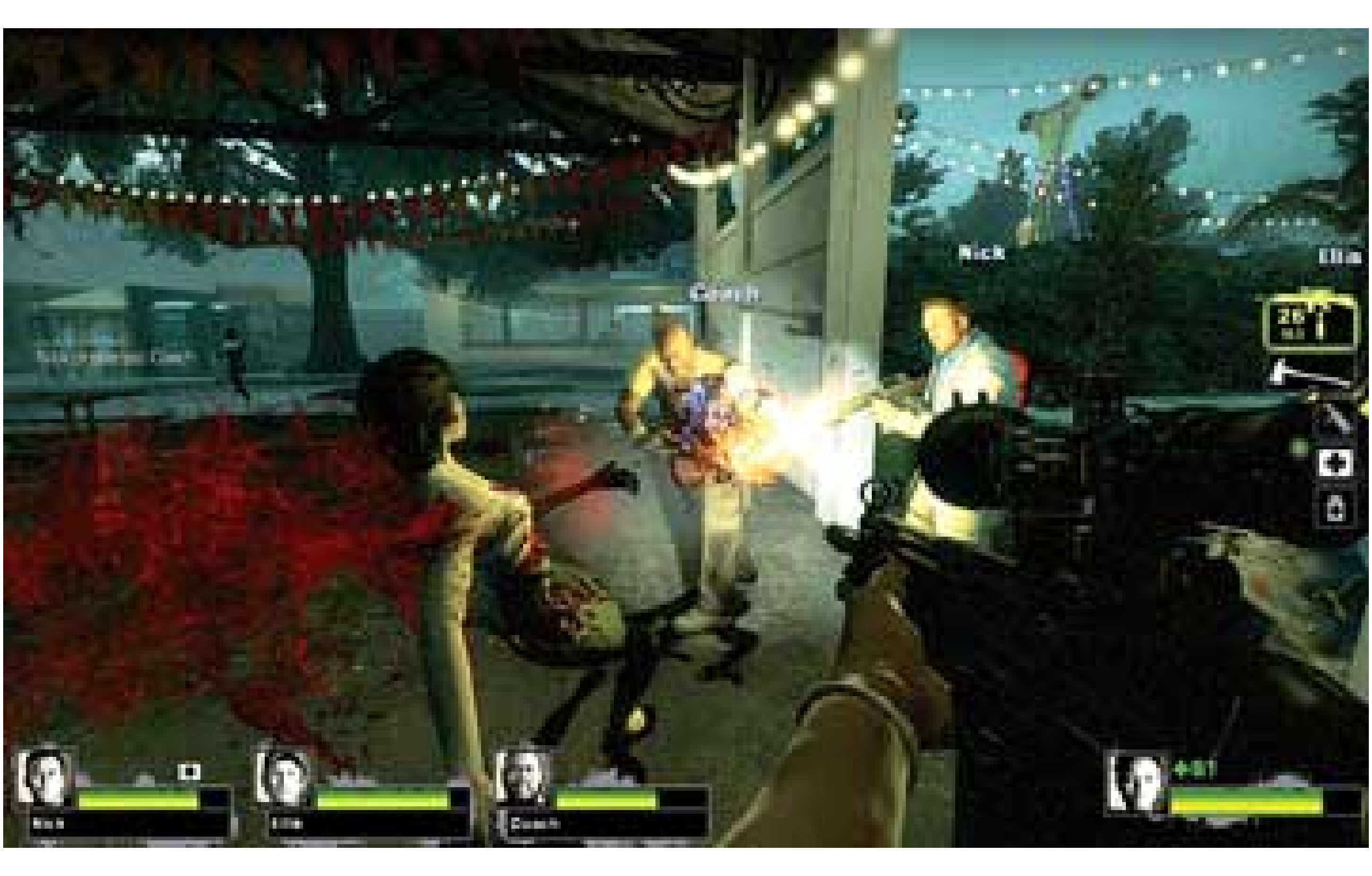
Meanwhile, two others can move into the area, and create cross-fire opportunities, cutting down foes as you move around the left corner and into a long, straight pathway with a grass verge (picture 2). Note that you can climb the Meat Burger trailer on your left if you need a vantage point. Or, if that way is blocked, head directly into the barker huts, and ignore Area 8B.



8A

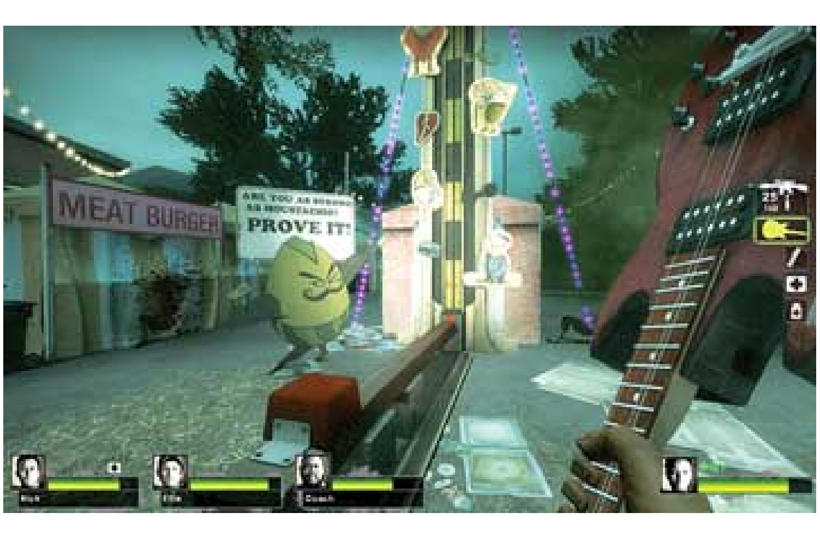
Panic at the Picnic Tables

The pathway along the grass verge is relatively linear, and you can't access the cluster of barker huts (near 8C) until you move into a covered picnic area at the far end of the path. Expect ambushes from all Infected types as you clear the area of foes and check the vicinity for items.



8B

Meet and Beat Moustachio: Test Your Might!



Gong Show

Before you inspect the bumper cars (8D), clear the area of foes so you aren't disturbed (although this takes far less time than the Peanut Gallery), and saunter up to prove your strength against Moustachio at his strength testing machine! The large red button must be struck with any Melee Weapon, and your might is recorded.

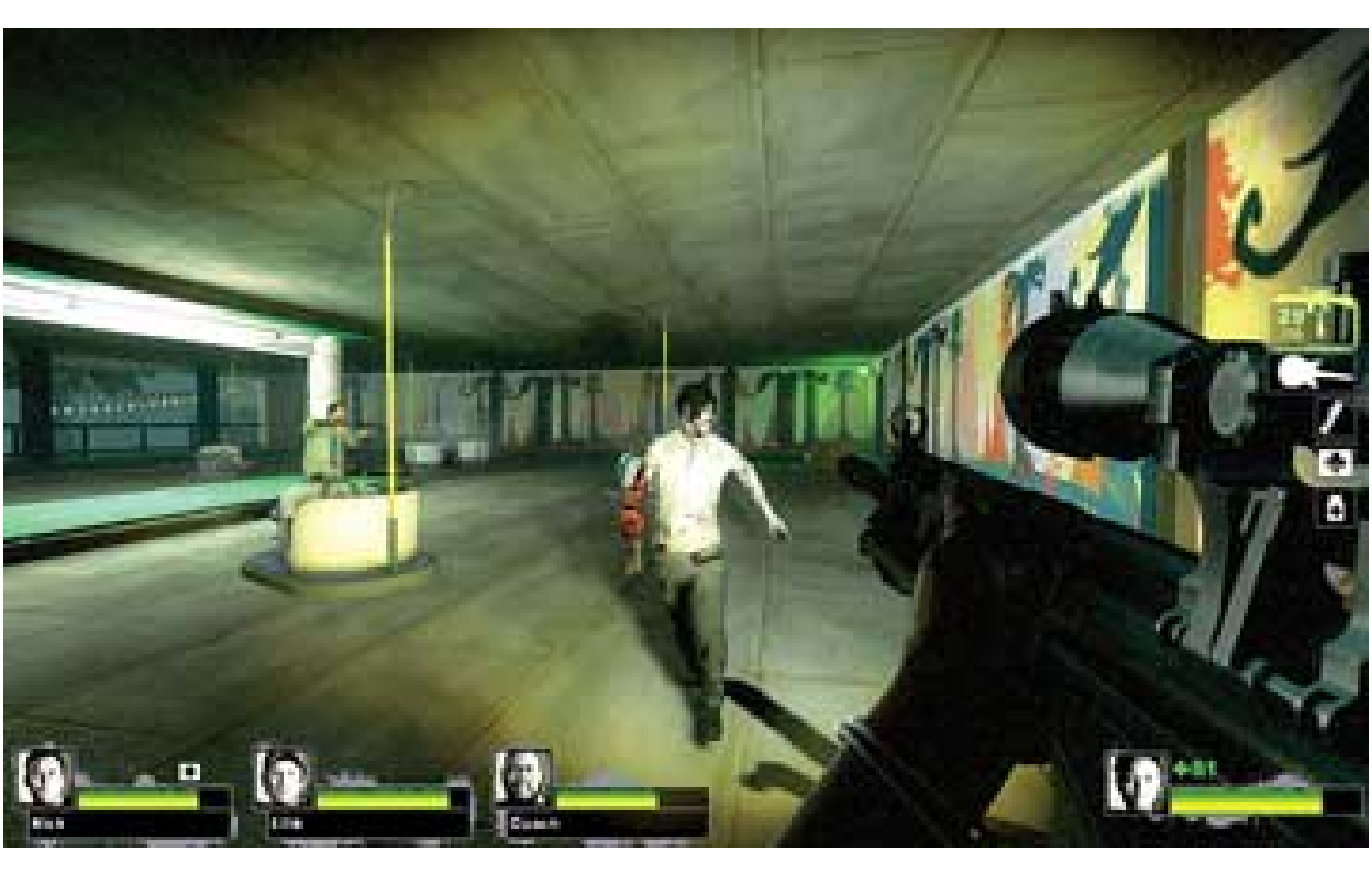
Unfortunately, it isn't impressive enough for Moustachio, that is, until you take a shot of Adrenaline! Now whack the red button and you score high. You are justly awarded the Gong Show Achievement.

Caution

If you're controlling a Tank during a Versus match, try whacking the red button with your mutated fist; you break the machine and summon an entire Horde!

Welcome to Crash City

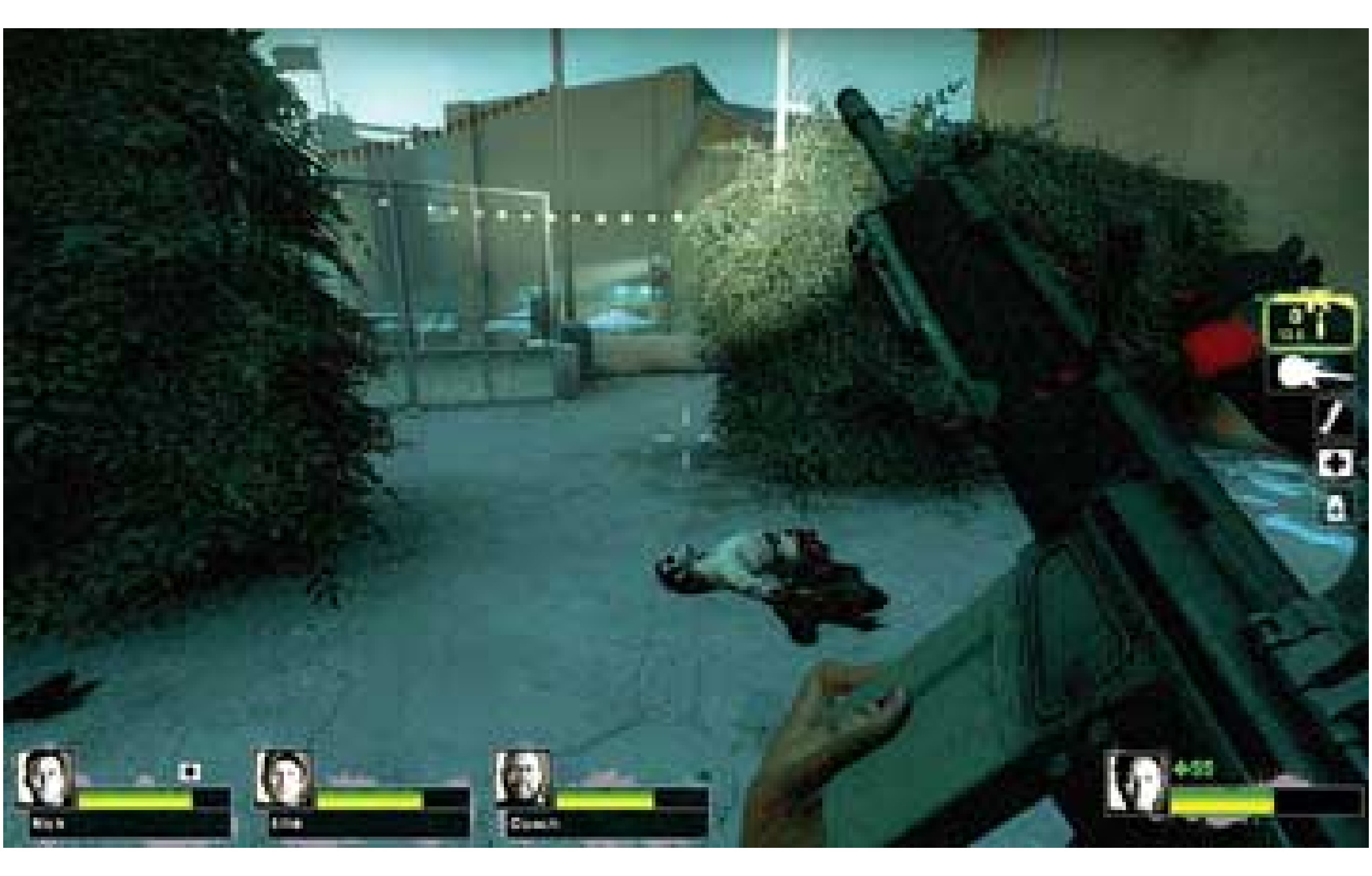
There's little to search for on either side of the bumper car ride, which you should run to next, although the barker huts can be a good place to get ambushed by Special Infected. However, it is more likely that your foes are waiting as you hop over the green barrier and enter the bumper cars structure itself (picture 1).



8D

If a Tank appears during this time (and pray that it doesn't), flee the area immediately, even if that means retreating: The Tank can smash bumper cars about, and if one collides with you, expect massive crushing damage!

Head through the exit diagonally left of the entrance, through a small storage room, and outside to the rear of the building. Beware of Infected dropping down from the bumper car building roof, as well as lurking horrors in the shadows to your right. Move forward to the gap in the hedge (picture 2), which offers a view of the Safe Room and stadium!



8E

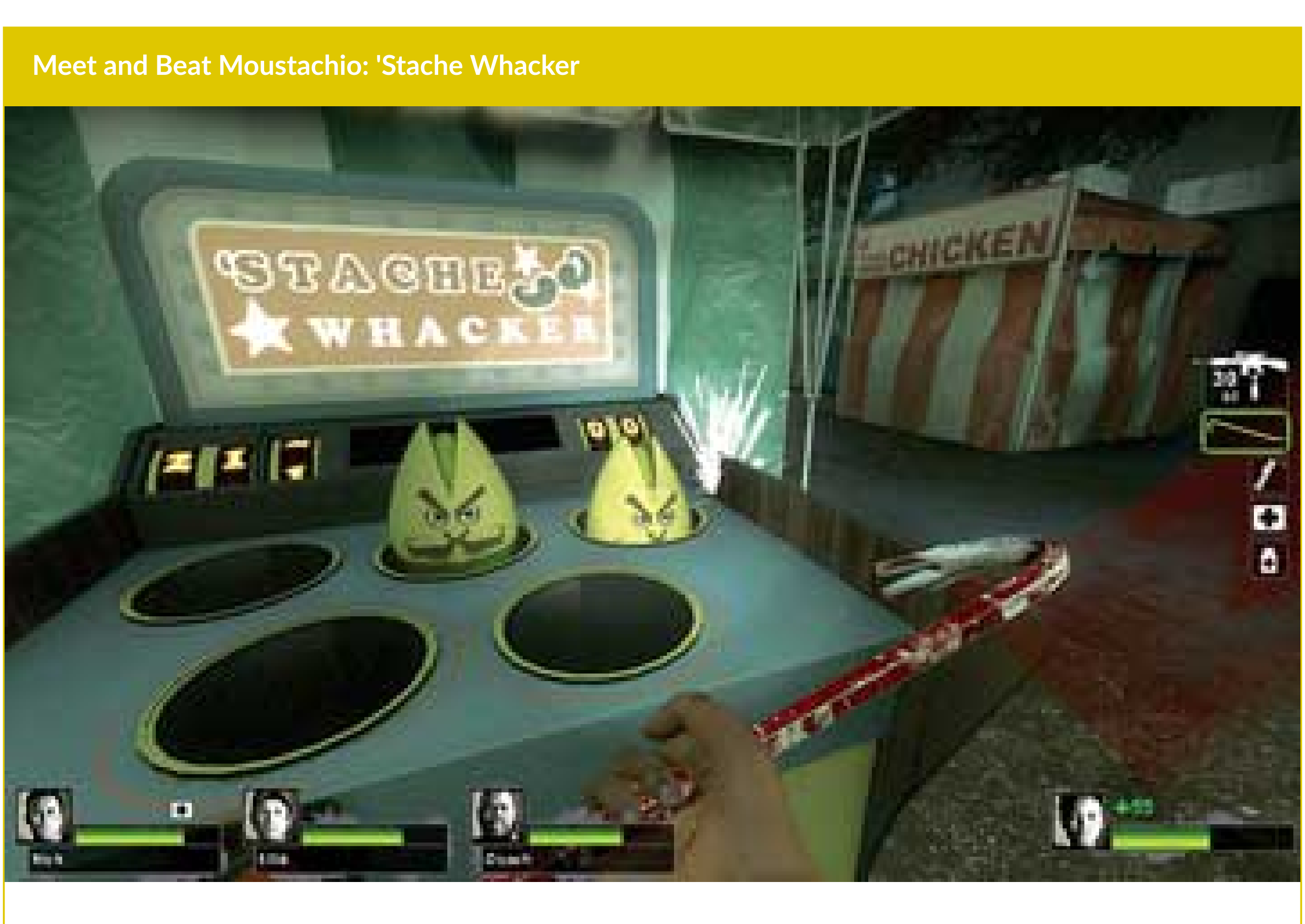
Battles Before the Barn

The stadium is sealed and the fence is too high to climb (especially for Coach), so wander along the elevated area into yet another food court with a scattering of structures, all of which are closed due to the zombie apocalypse.

8F

Prepare to fire on foes, including Special Infected that dart out from behind these buildings, as you make your way past the third Moustachio carnival game toward the barn's entrance (Location 9A).

Meet and Beat Moustachio: 'Stache Whacker



Stache Whacker

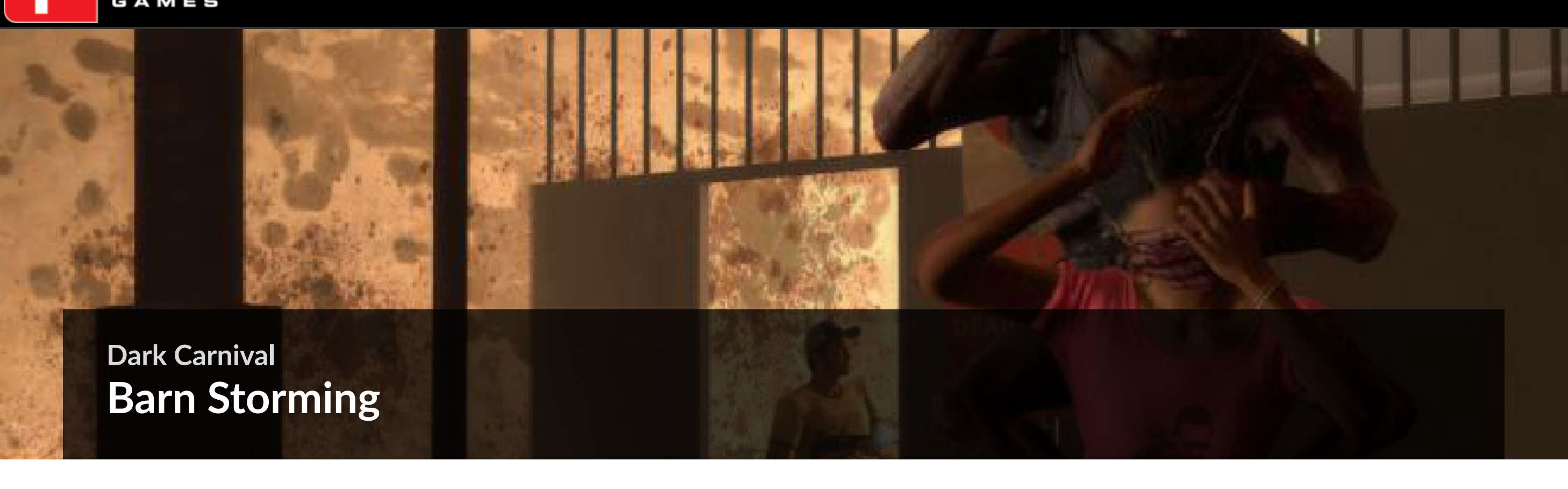
Moustachio is back to entertain and annoy you in equal measures as you play his latest game, 'Stache Whacker! The game is simple: Press the red button, and a counter clicks down from 300 while you ... wait, are you being gnawed at? That's likely to be the Infected heading your way as soon as you start the machine, so make sure you have a chaperone or two to delay the enemies. Meanwhile you need to strike the Moustachio heads as they randomly pop out of the five holes, sometimes more than one at a time. There are two ways to play:

Honest aggression: Use a longer weapon, such as the Baseball Bat, and you can strike multiple heads with one swing, especially if they appear from adjacent holes.

Dishonest cheating : Moustachio is too quick for you if you use Melee Weapons. The only way to obtain the Stache Whacker Achievement is to stand back and punt in a grenade from your Grenade Launcher!

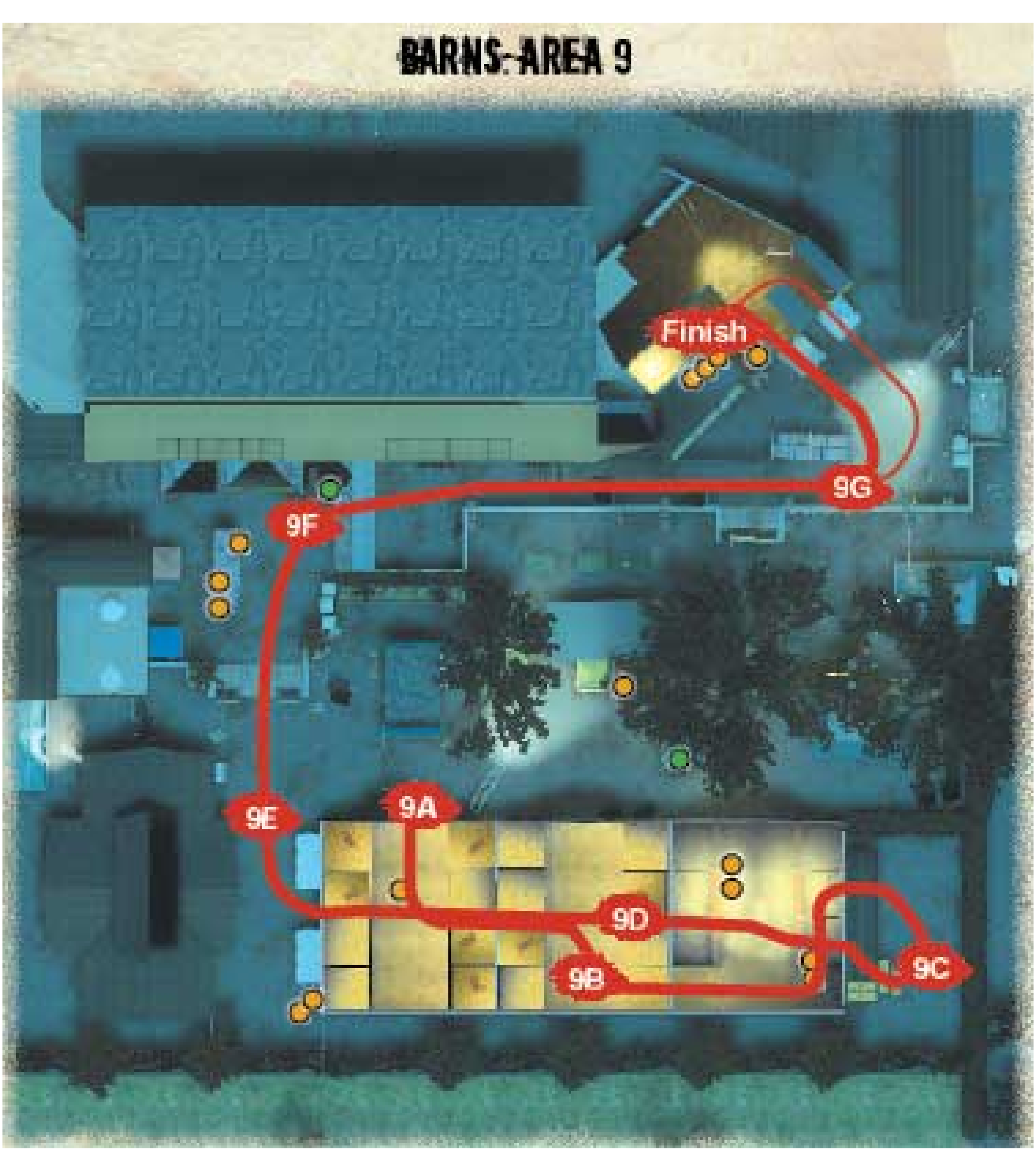
Effective Infected

Although you can lurk and ambush foes from the barker huts or rooftops in Area 8, the biggest fear the humans have is getting stuck on the floor of the bumper cars, especially with a Tank that can push the cars into their soft, squishy hides. For this reason, lurk near the exit of this ride, and prevent the Survivors from escaping. Otherwise, try charging down the routes shown in the guide map; there's always a wayward Survivor waiting to be hit, such as in this example when Coach takes one for the team. Finally, remember that you can summon a Horde if you're controlling a Tank and decide to test your strength at Moustachio's machine.



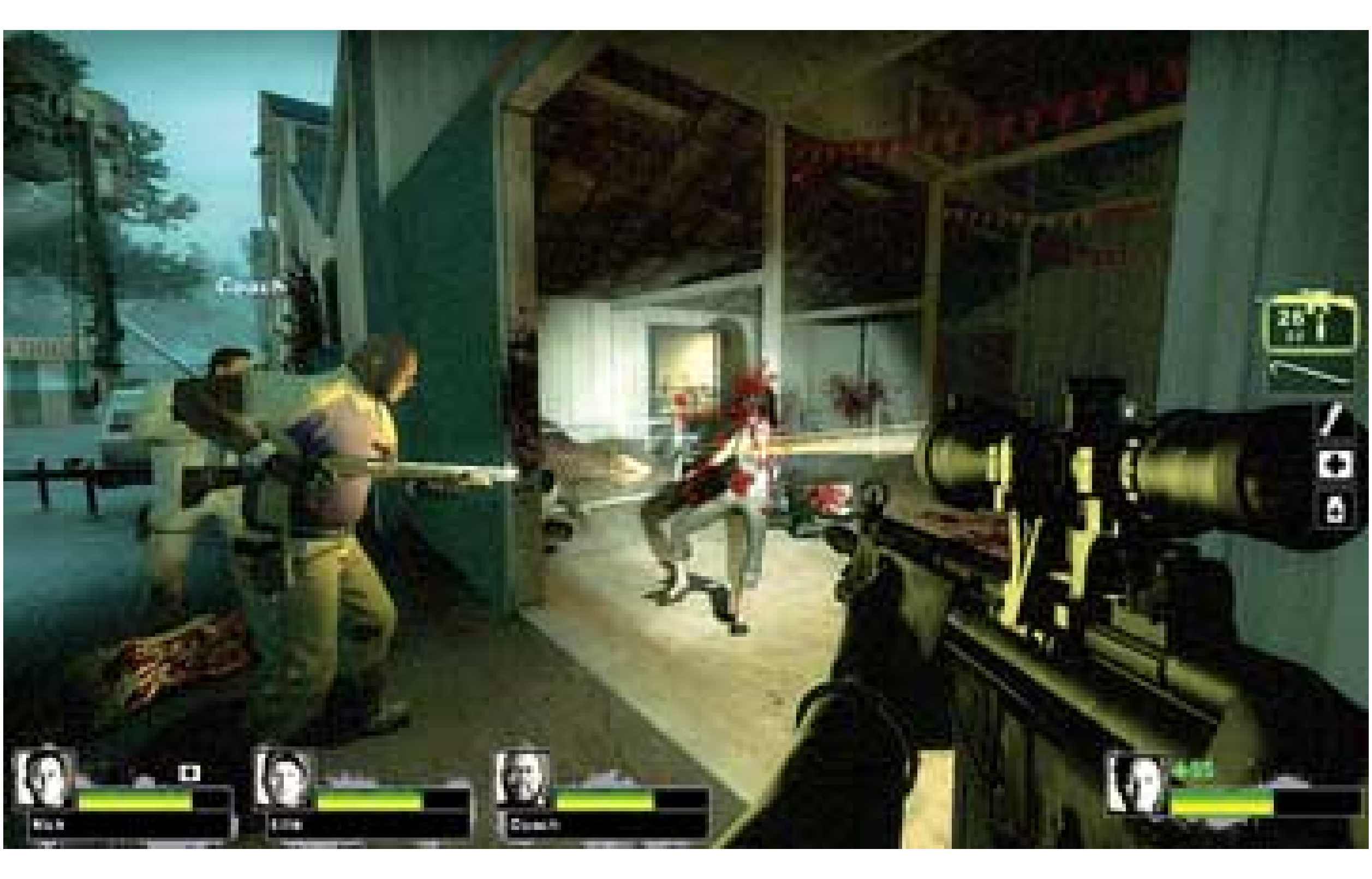
Dark Carnival

Barn Storming



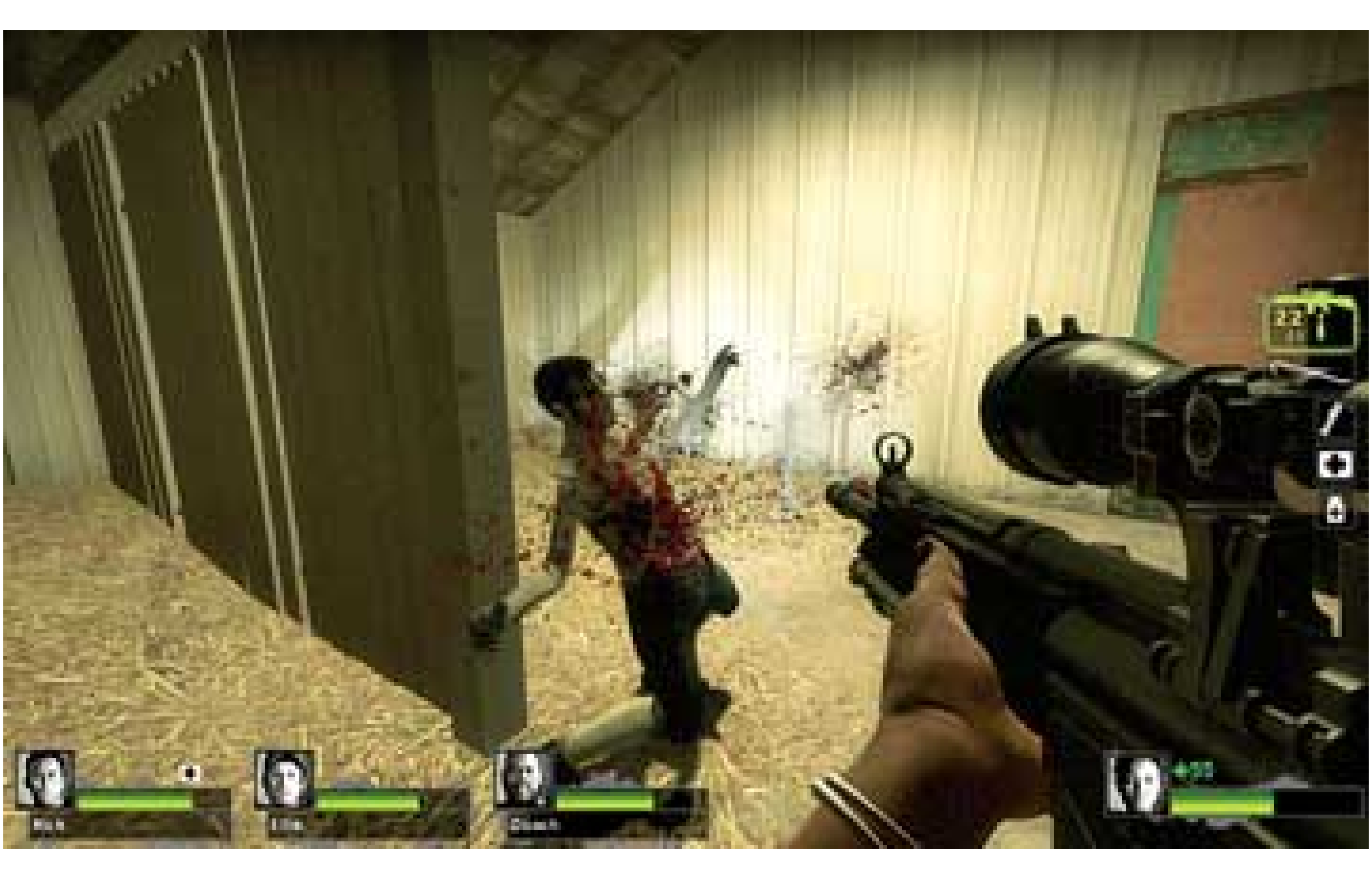
Petting Cemetery

The remaining route outside is blocked by an impenetrable fence, forcing you into a three-chambered barn filled with rotting animals and putrid Infected. Clear out Area 8 as much as you can so that you're able to stand at the barn entrance (picture 1) with your team and tear chunks off the charging foes inside.



9A

Step into the barn, optionally climbing the ladder (but watch for this favorite Special Infected hidey-hole!) to check for an item. Then work your way into the second barn chamber, crossing diagonally to the right (picture 2) to the only exit door.



9B

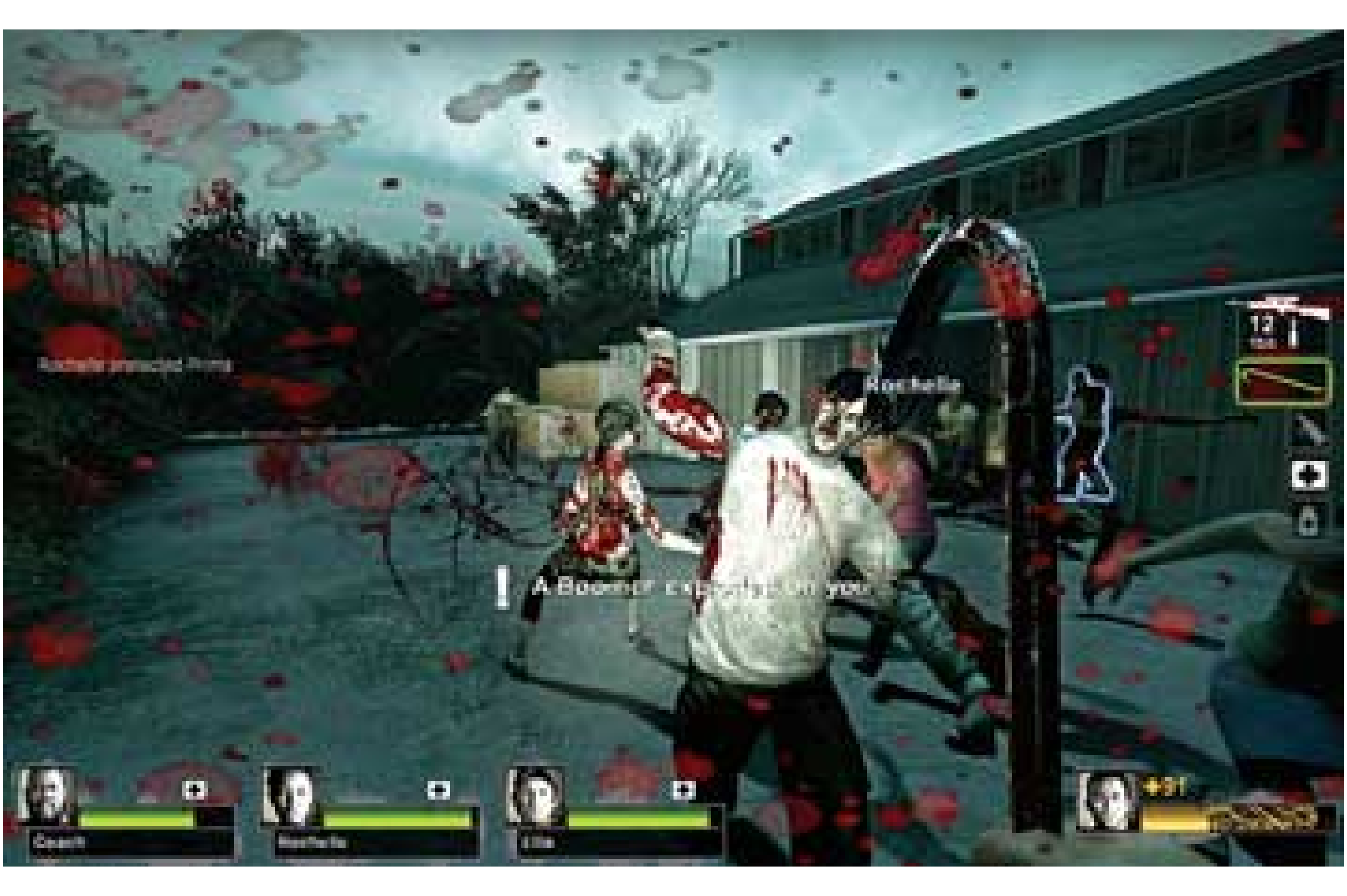
As you go, make a stand in each chamber and close the doors behind you to delay any threats to the rear. Once through the door into the third chamber (picture 3), fight any foes en route to the exit doorway, pausing only to gather any goods on the tables.

Tip

Stop! It's worth making sure that each of your team has a Melee Weapon and Adrenaline (or at least a Pipe Bomb or Bile Bomb). But don't use them yet; the approach to the stadium won't be easy!

Roughhousing on the Roof

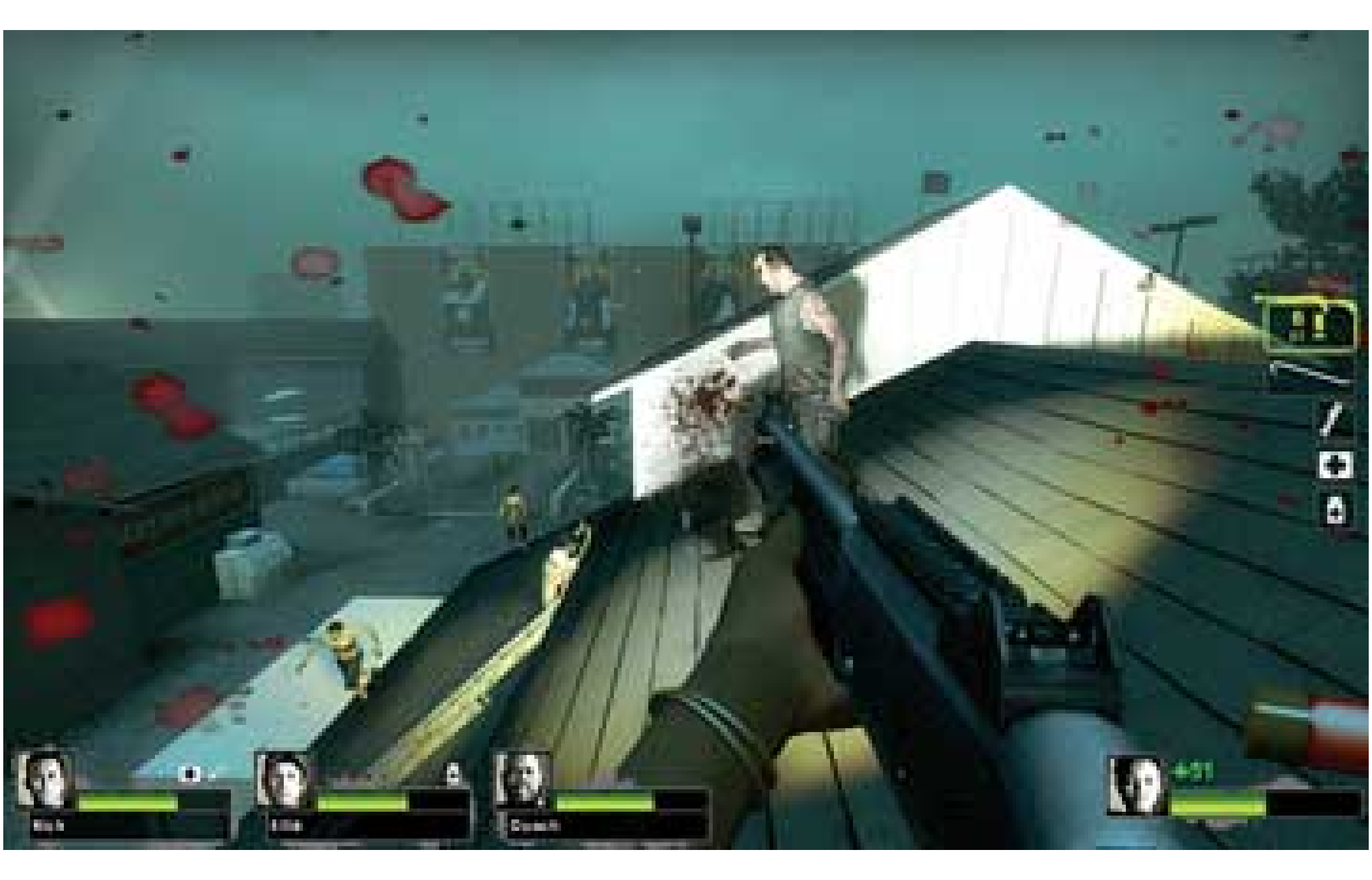
Prepare for more combat as soon as you walk out of the doorway to the exterior area (picture 1). Minimize the time spent on the ground by stepping up onto the stacked yellow barricades and then onto the barn roof itself.



9C

Be sure your entire team heads to the roof together so that you don't waste time dropping down to save stragglers. While you're on the roof, stay in the middle of the structure as you cross the three rooftops.

This is partly because the ladders are in the middle, and you need them when you ascend to each roof, but mainly because if you're in the middle it takes the Infected more time to drag you off the sides of the structure. Expect Special Infected to try their best to knock you off, and if you fall off the right side, you need to backtrack through the barn again.



9D

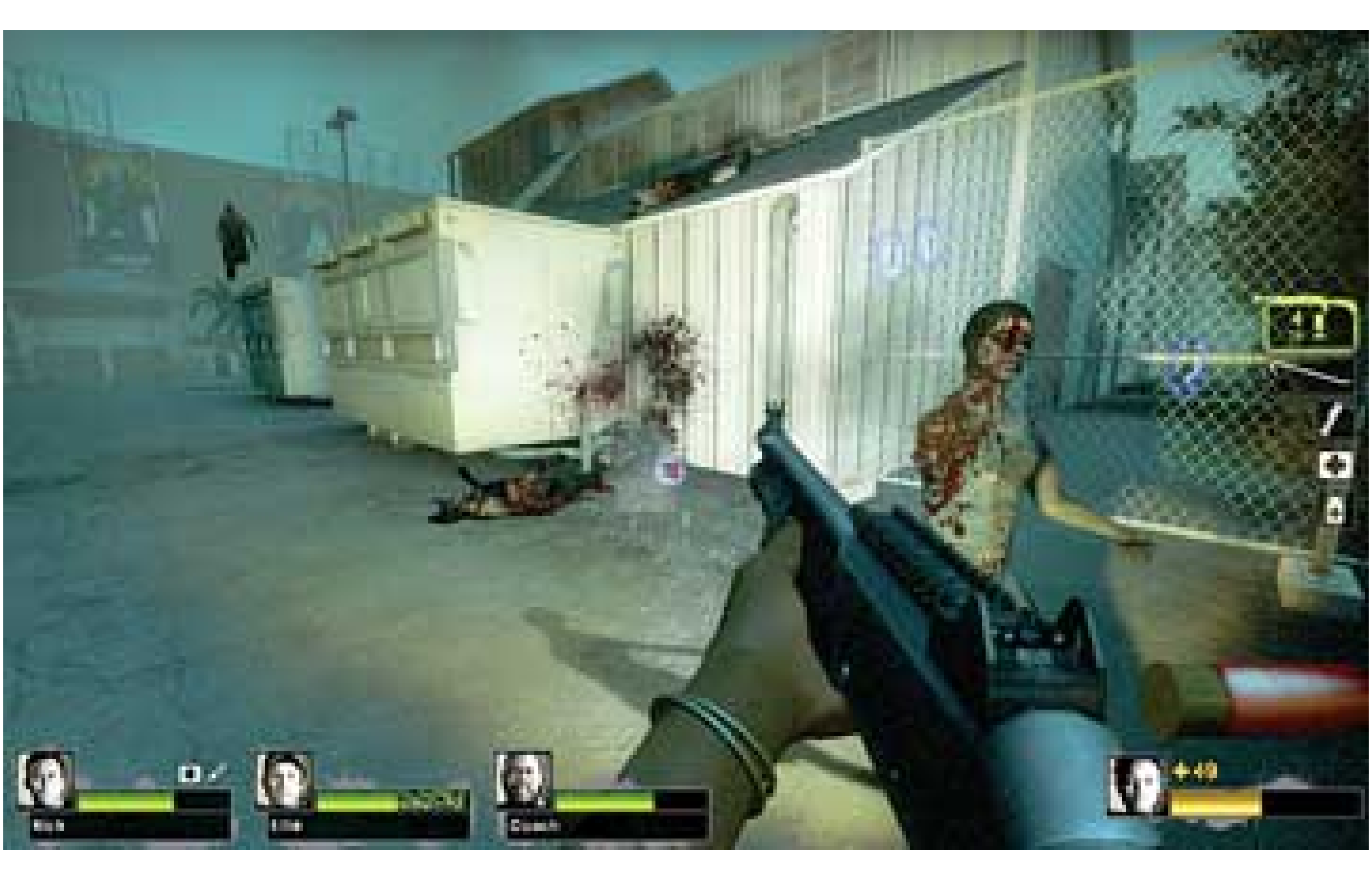
Caution

Stop again! The remainder of this stage involves more Infected than you can possibly handle, so concentrate on fighting and fleeing, rather than staying around to get mauled.

Corpse Pile at the Turnstile

Before dropping back to the ground, check to make sure your team has made it off the roof, then remain on the roof (or at least the white trailers) to cover the area below with gunfire, sniping any foes that may be milling about.

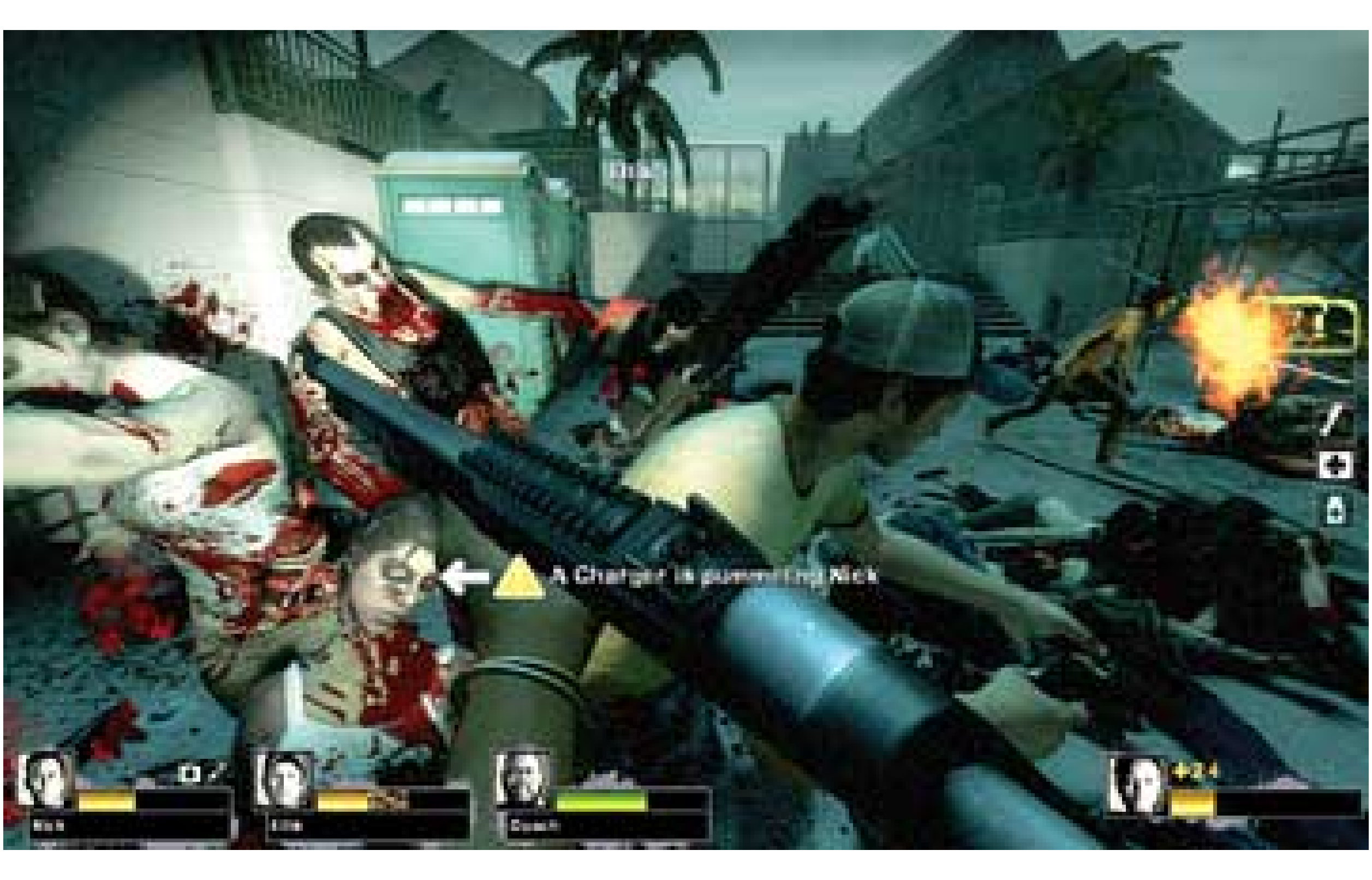
This is especially handy if a Spitter or Charger has appeared, as these can't easily damage you. Then drop down, finish any foes you've overlooked (picture 1), and pick up any interesting items by the trailers.



9E

Head toward the turnstiles, passing a CEDA evacuation gate, which may still have a few of those that didn't make the airlift ready to tear your innards out. Then step over the fallen metal barricade and down the steps to the turnstile.

This triggers an enraged group of Infected, and possibly something much bigger, such as a Tank. The action takes a turn for the crazy (picture 2) while you fight a relentless onslaught of opponents.



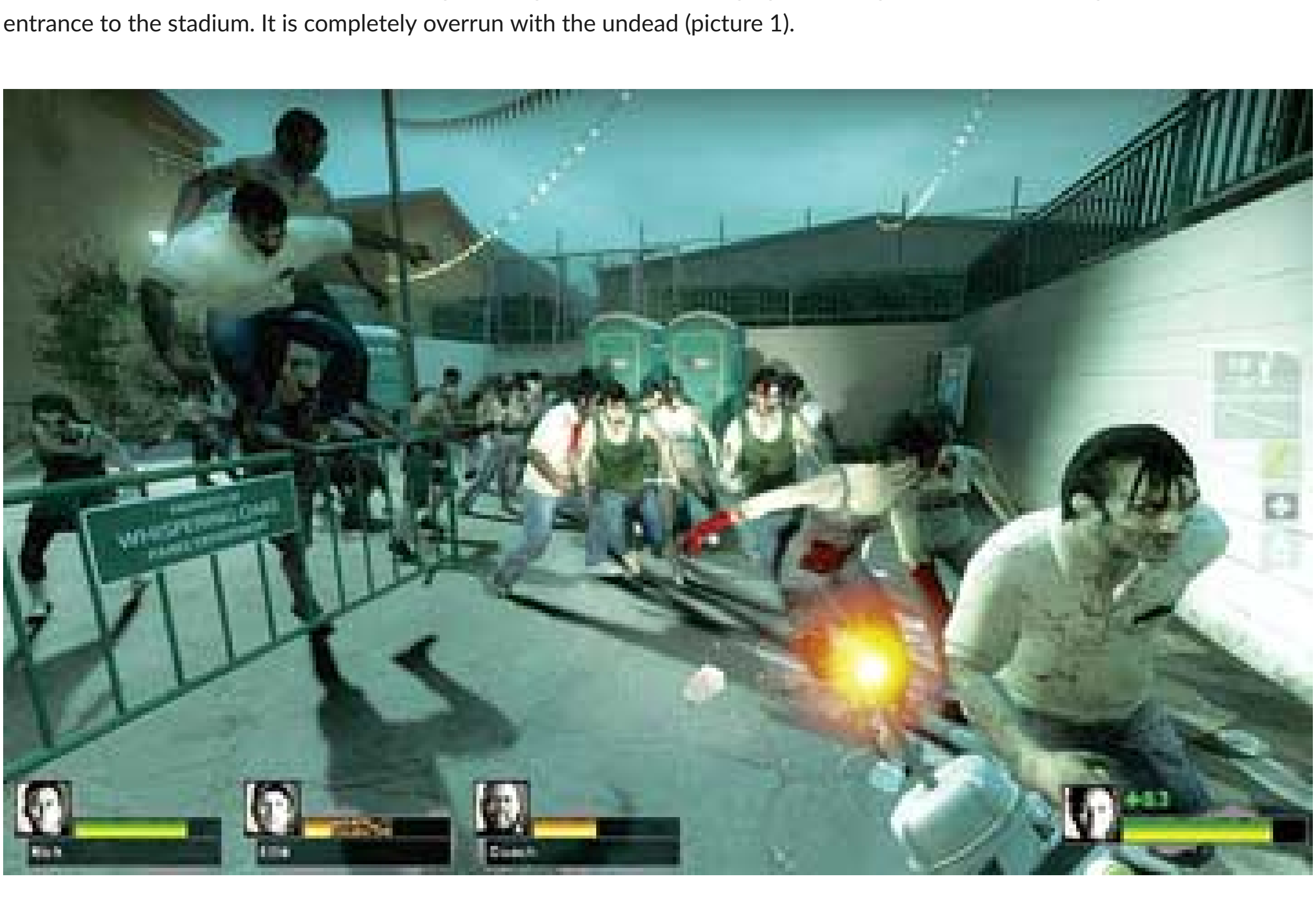
9F

It is slightly safer for your team to head down the steps and then climb the yellow ladder and step up onto the scaffold platform above the action. Here you can lob down projectiles and blast away while one (or two) of your team drops down and sprints to the open window. Another should open the turnstiles while the fourth teammate offers protective services.

It takes a while for the turnstiles to open, so don't mill around in the corner. Spread out and scramble back to safety before you're informed the unlocking has taken place.

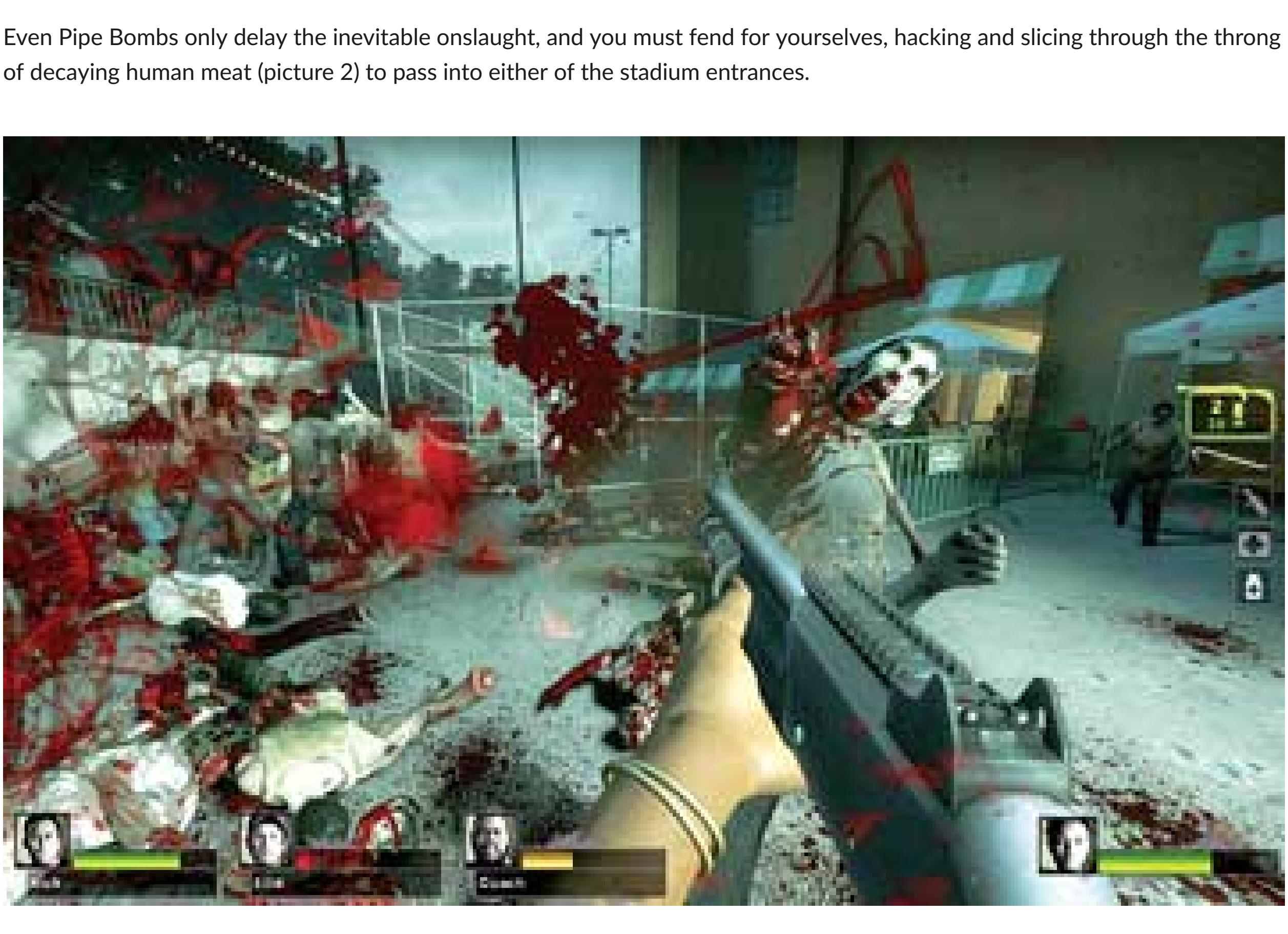
Midnight Madness

When the turnstiles open, each teammate should immediately stab themselves with Adrenaline (especially on higher difficulty levels) and sprint down the recessed passage, paying attention and dodging any Chargers that appear along the way to the entrance to the stadium. It is completely overrun with the undead (picture 1).



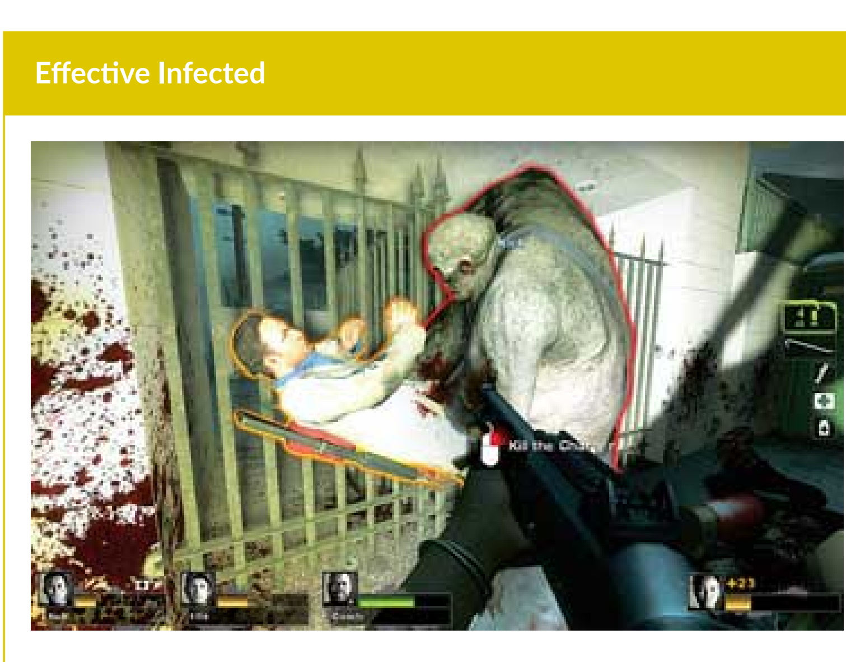
9G

Even Pipe Bombs only delay the inevitable onslaught, and you must fend for yourselves, hacking and slicing through the throng of decaying human meat (picture 2) to pass into either of the stadium entrances.



Try running in a wide circle and hop over the green metal barrier to the right of the second entrance; it is less crowded. Now battle to the Safe Room and hack anything that doesn't look like Coach, Rochelle, and Ellis. You might want to "accidentally" wound Nick, but that's up to you and your team dynamic.

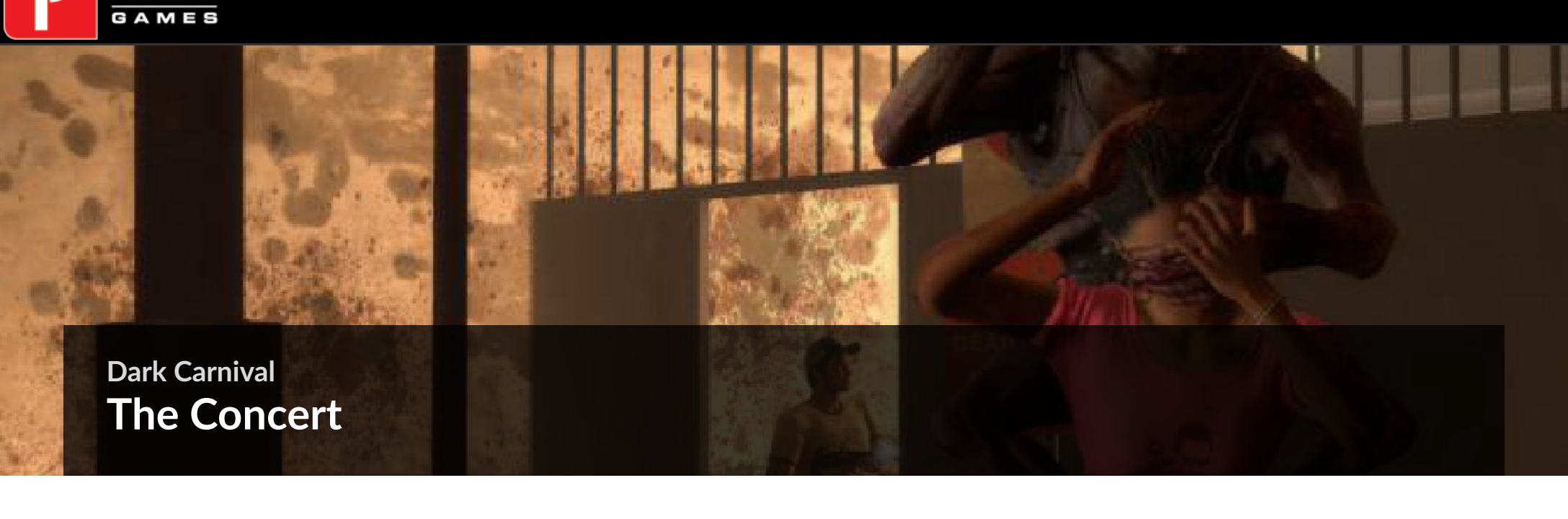
Effective Infected



The barn requires a little team work, so utilize your higher brain functions to gurgle commands such as instructing a Smoker to hide up in the loft of the barn, or Boomers to ambush foes as they step outside.

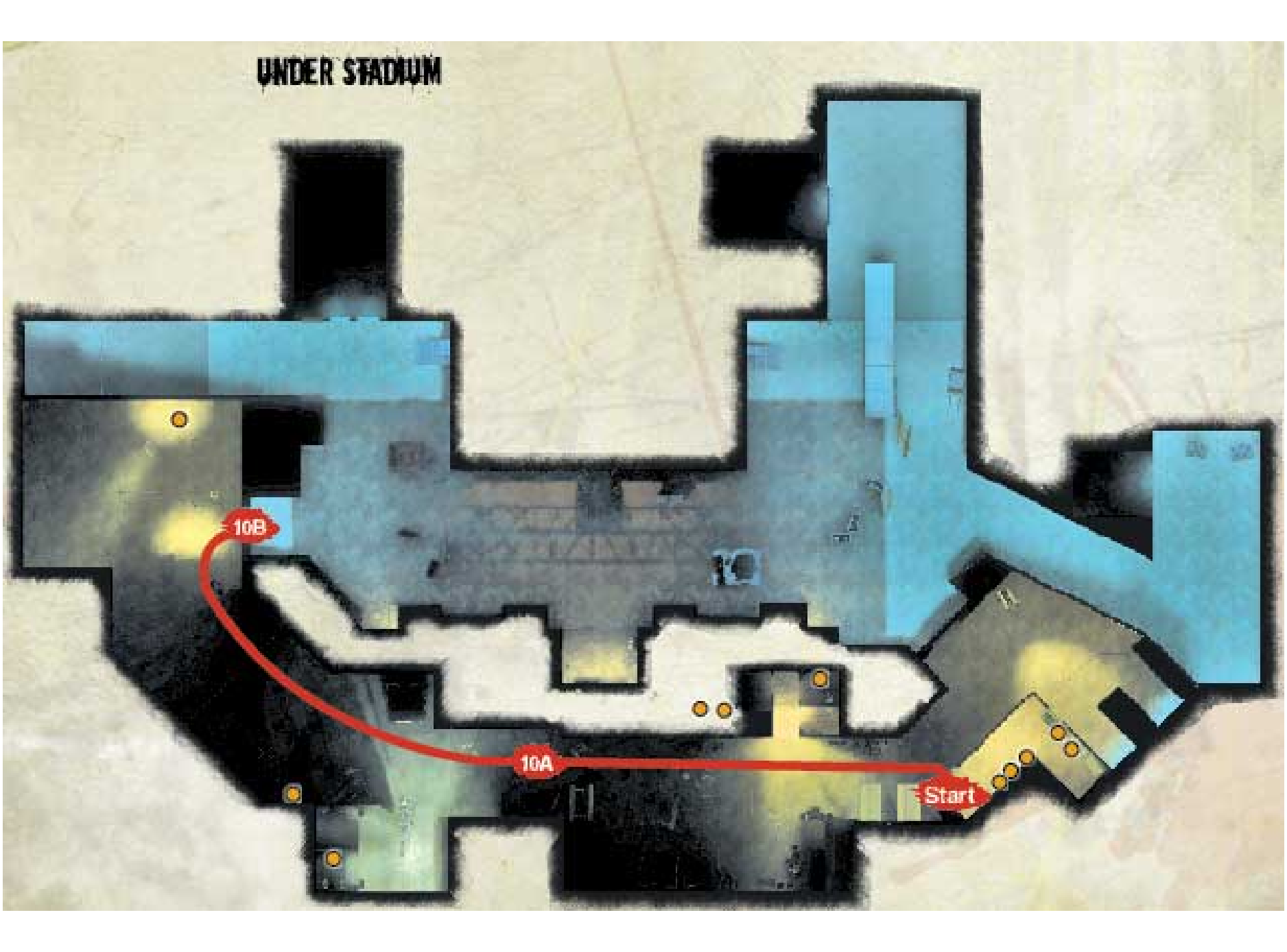
When the foes are on the roof, try maneuvering them into a position so that they easily fall back into Area 8 and must retrace their steps through the barn.

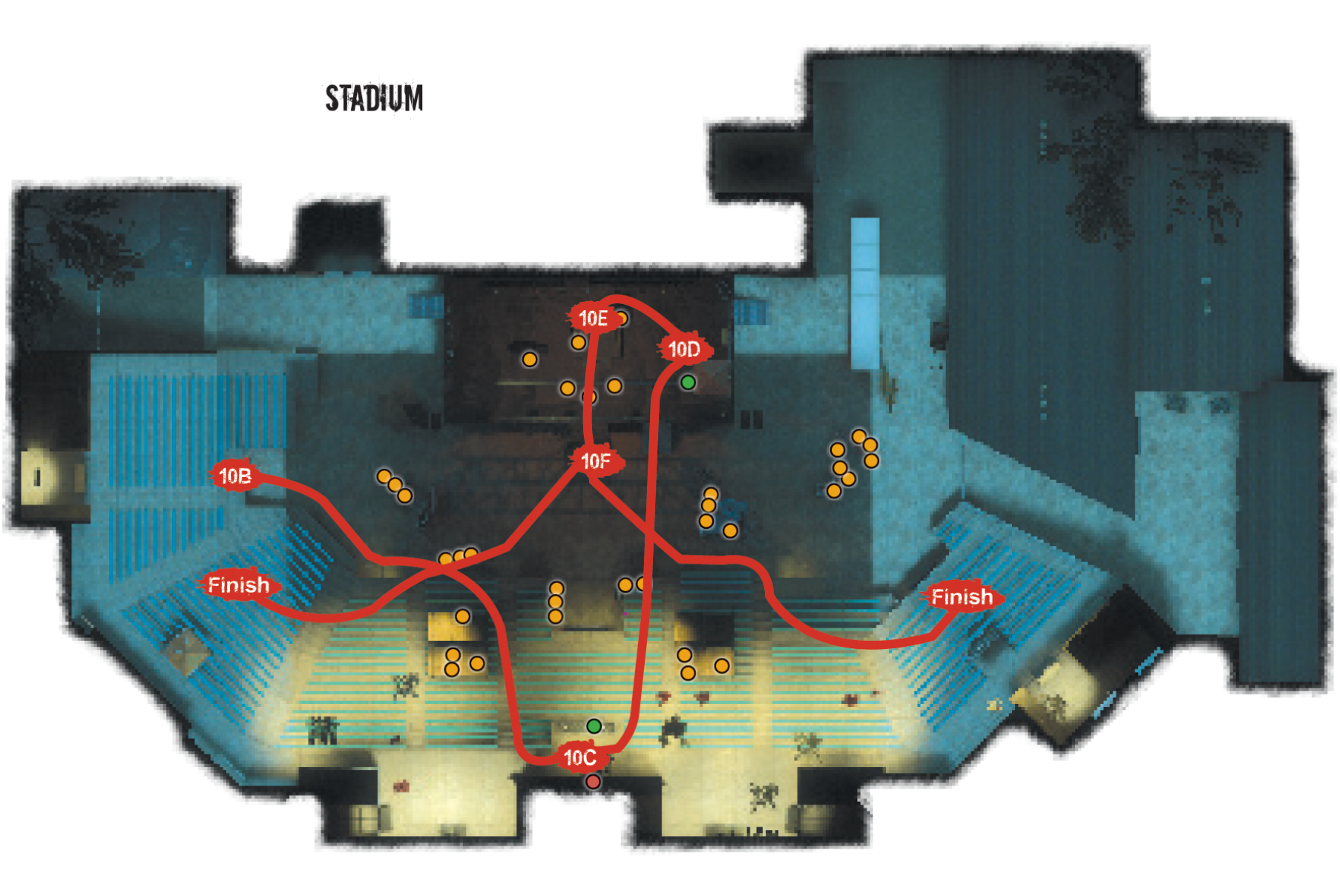
After the barn, lurk near the CEDA gate for a side ambush and back up the massive Horde once the turnstile opens. A Charger (shown) can barrel through all four humans during their battle through the recessed passage.



Dark Carnival

The Concert





Keep on Ridin': Concert Overview

The Midnight Riders left this gig early, and it's fortunate their pyrotechnics show is still set up to explode, as it might allow you to flee this nightmare, providing you can cut a swathe through the foes in the tunnel corridor under the stadium before entering the concave, half-bowl stadium itself (Area 10).

There are a few zombified fans to quiet, but the action doesn't start until the two lighting boards are activated. Then comes the small matter of striking back at the waves of Infected (including fans of the Midnight Riders, event staff, and bigger, more mutated threats) until the increasingly spectacular fireworks display attracts a passing helicopter pilot.

+ You can begin the "concert" quickly. The stage is quite defendable and offers the most items and health.

+ There is a plentiful supply of projectile weapons to gather, which allow you to eliminate many Infected at once.

+ Good verbal communication, that is, telling teammates of the type of attack and where it is coming from, is the key to victory.

- It takes only one badly timed swipe or the ammo depletion of only one team member for everyone to be overrun.

- Expect the Horde of Infected, Special Infected, and a Tank to show up, sometimes all at once. The odds aren't good!

- During the chopper escape, if you're pulled down to a prone position, you become very difficult to save.

A.I. Director's Cut

During the last part of this tumultuous campaign, the rescue chopper descends and hovers above the stadium seating, but it's location can be in one of two randomly determined areas. Make sure you head to the right one!

Hello, Cleveland!

Start

Study the graffiti on the wall if you're worried about the fate of Jake ("the lover"), Dusty ("the brawler"), Ox ("the drummer") and Smitty ("the drinker"), but don't fret; they've been evacuated by Davey Red ("the helicopter pilot"). Inspect the weaponry in the Safe Room and decide on your weapons of choice.

As always, a mixture of Shotguns along with a longer-range weapon or two is good, although your team may favor more close-combat ordnance due to the crowd-control measures you'll soon employ. Grab everything you can here, including any extra ammo, Belt Items, and First Aid.

Step out into a large corridor directly under the stadium. You're almost immediately spotted by foes (picture 1). Introduce them to your favorite weapon and make measured steps along the corridor.

10A

You can check the restrooms on the right wall for additional foes and the possibility of an item, but it is better to keep going and popping the heads of the Infected (picture 2) as you pass the picnic tables and check a second restroom area on your left.

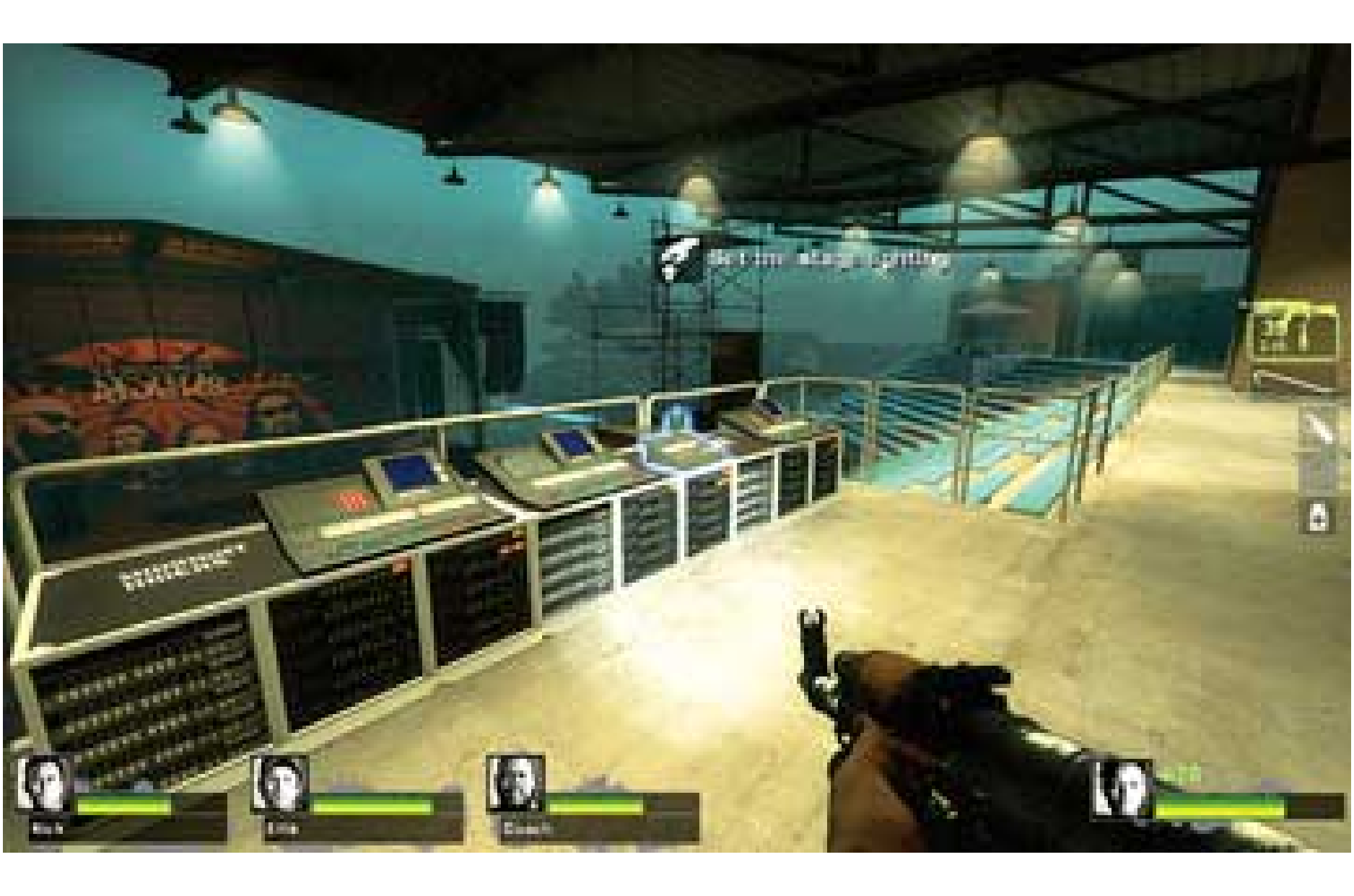
Into the Stadium

The corridor gets a whole lot darker (picture 1) once you pass (or investigate for items) the second set of restrooms, so prepare for attackers you can't immediately see and the possibility of a rear ambush if you hang around for too long. Instead, press forward past the plastic chairs and Hot Dog sign to the stadium entrance itself (picture 2).

10B

Expect a Special Infected (or two) along the way and pay particular attention to Chargers along this narrow thoroughfare. Head through the exit (10B) out into the stadium.

Setting the Stage



10C

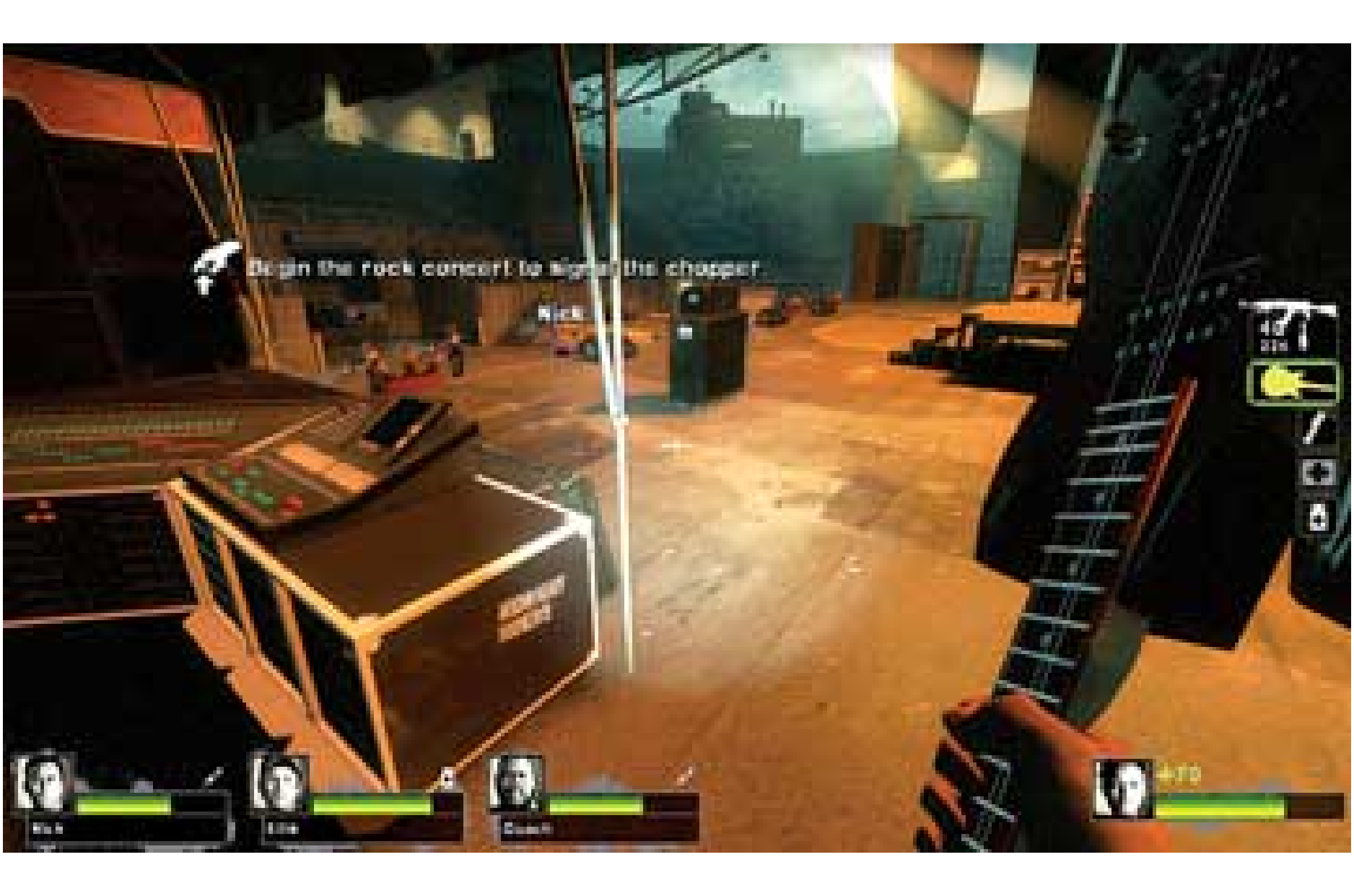
Make a mental note of the stadium's layout as three of your team take up a defensive position on the stage (10E), while one of you bounds up the stadium steps to the right to the seating of the sound and lighting board on the upper rise of the stadium. There should be a few Infected to easily push, dodge, or drop as you access the stage lighting panel. The stage is bathed in an orange glow.

Tip

You might wish to begin the "gig" as soon as the lights come on, but it's worth making sure every single teammate has a fully loaded Primary Weapon, Melee Weapon, First Aid Kit, Belt Item, and either Adrenaline or Pain Pills.

Items can be found by looking on the guide map, or in places like the wooden scaffolds, the concrete steps at the base of the stadium, or the First Aid Station behind the lighting panel (10C).

For Those About to Rock...



10D

Bound back down to the stage (be sure you're aware of where extra Health and items are in this location), and take up a defensive position on the stage itself. First note the three easily accessed entrances (the ramp near the microphone, and the steps at either end of the backdrop). Don't delay the show; access the second lighting panel in the small equipment deck on the side of the stage to start the show.

Tip

Before the light show starts, scour the area in case a Fuel Can or Propane Tank is available, and place any you find in the path of the Infected, close to the stage steps so you can easily target and detonate the explosives.

...We Slaughter You!

10E

As fountains of firework sparks belch from the front of the stage, the Horde of Infected, along with at least one or two Special Infected, begins to jump onto the stage. There are numerous places for your team to stand, but among the safest is back-to-back at the rear of the stage behind the drum platform, with one Survivor holding the left side of the stage (picture 1), and the other the right (picture 2), and with two more teammates doing the same at the front of the stage. Continue to fight back the Horde as the bodies pile up.

Not Quite Dead Yet

The two team members at the front (10F) have a better, unobstructed view and the added responsibility of watching each set of pyrotechnics fade and then stomping on the foot switch next to the live microphone in the middle-front of the stage to start another round of fireworks.

At the same time, the downstage teammates have a better range to throw out their projectiles. (You should all swap locations so that each team member uses their projectile weapons and gathers more.)

Between Infected assaults, watch for a stream of new foes heading down the stairs or out of the side entrances, communicate where the biggest threats are (usually Special Infected are also making an appearance), and throw out a Pipe Bomb, Bile Bomb, or a Molotov to cull the enemies reaching the stage. When you've thrown your projectile, battle to grab more, even if this means leaving the stage (picture 1).

The combat continues with countless Common Infected feeling the pain, thanks to your axe (of either variety; picture 2).

10F

The battle is interspersed with healing, helping, and concentrating on areas where the most Common or Special Infected are coming from. Don't forget to stomp on the foot switch so that additional fireworks go off.

Note

Although it's typical to form a defensive position on the stage because of the available weapons and ammunition, and because the front of the stage is where you launch the final fireworks, you can always try spreading out with teams (usually in pairs so you can quickly help each other and cover each other's backs).

Heading up to the stands (so foes only attack from a single direction if you're up at the top) or on the wooden scaffolds (which offer height protection, but are very poor to defend if the ground is vomited on by a Spitter, or if you're overrun).

The main drawback of leaving he stage is your inability to launch more fireworks, and if you do you're nowhere near the main First Aid and other items. For more Survivors, the ability to circle-strafe on stage outweighs defending from other parts of the stadium.

Get to the Chopper!

After around three or four sets of fireworks, stomp the switch once again to launch the finale fireworks, which are massive and explode in the sky. At this point, you're likely to be attacked by a Tank, which could be the second one you face in this finale.

Remember your regular Tank-killing tactics (basically, everyone faces it and peppers it with gunfire until it falls over). Another method (picture 1) is to set it on fire with a Molotov or Fuel Can and avoid it for 30 seconds until it dies. Dodge the burning Tank's attacks, but fire on other enemies: This is by far the best way to incapacitate the king of the Infected!

After what seems to be an eon, a rescue helicopter finally spots your spectacular call for help. A chopper descends down onto the stadium seating, which could be on either side of the stage.

At this point, you should all leave the stage and sprint up the concrete steps onto the bench seating, lobbing a Pipe Bomb or Bile Bomb to occupy the Infected as you make your escape. Try leaving as pairs in case you're stopped by Special Infected and one of you needs a helping hand. Jump into the side opening of the chopper and take to the skies. This carnival ride is over!

Caution

Watch for the incoming chopper and predict its final destination. Approach the hovering aircraft as quickly as possible; it becomes more difficult to reach it the longer you mill about because enemy reinforcements arrive.

Effective Infected

Although you should be setting up horrific takedown plans in the stadium itself, the side restrooms and dark main corridor is a great place to ambush—especially if you're a Charger and can hide behind the containers at 10B, wait for foes to pass you, and then hit them from behind! When the fireworks start, time your attacks to coincide with the greatest number of Common Infected swarms, or when the Tank appears, to really annoy the Survivors.

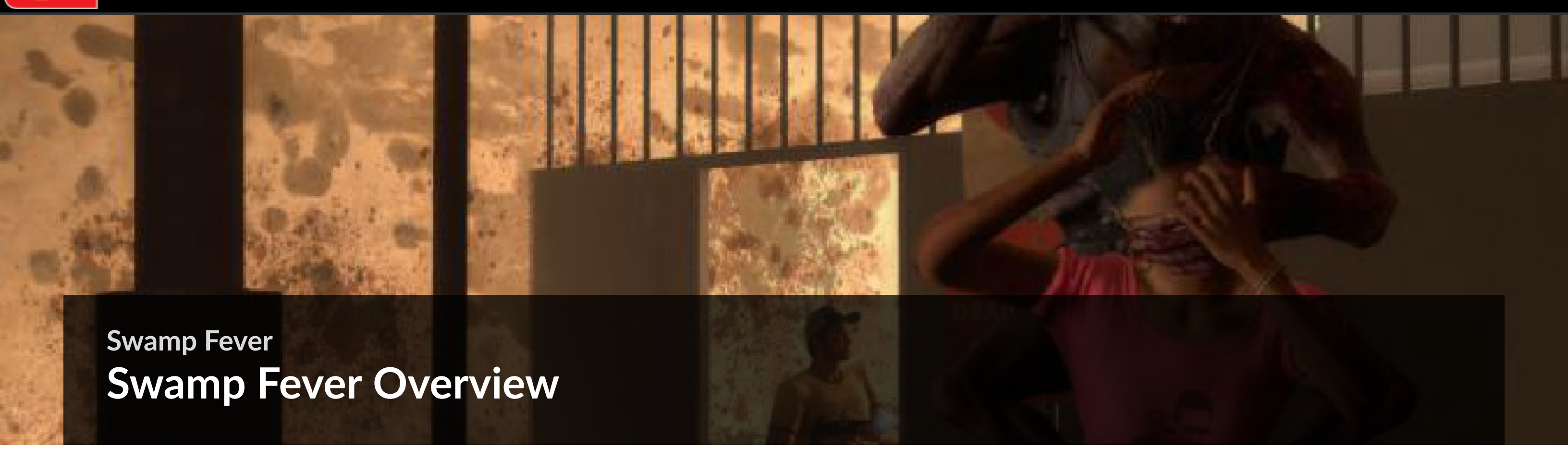
If you spot a straggler away from the pack (usually when they try to grab a Belt Item), pounce on them. All should target wounded foes as a priority. A Spitter or Boomer can cause a huge amount of trouble if they're on the roof of the stage and the Survivors are down below, as the Survivors will need to aim up at them while fending off foes on the ground .

Finally, during the chopper escape, the team is likely to be fleeing and not looking back; this is the perfect time to leap out from behind a wooden scaffold and ride or pounce on a foe, knocking them into the concrete pit below the stage!

Tip

The Roaming Gnome: Did you carry Gnome Chompski onto the helicopter? If so you receive a special prize: a Depeche Mode Avatar shirt (in addition to the Achievement for beating the campaign).

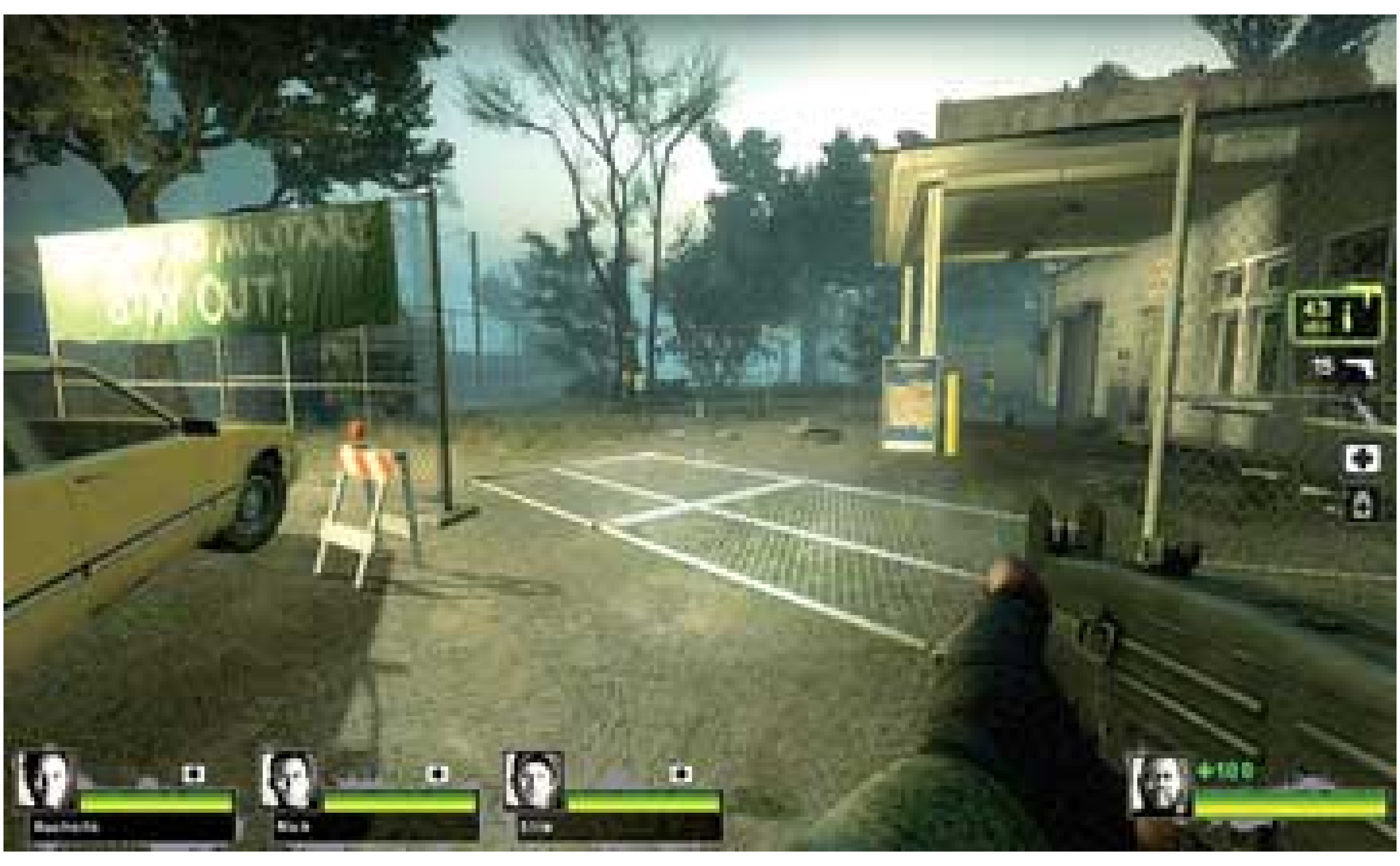
The stipulation is that the gnome must be held and on the chopper. All teammates who began the campaign (that is, who were in the Lobby before the campaign started) receive this special prize, too, providing they didn't exit the game at any point.



Swamp Fever

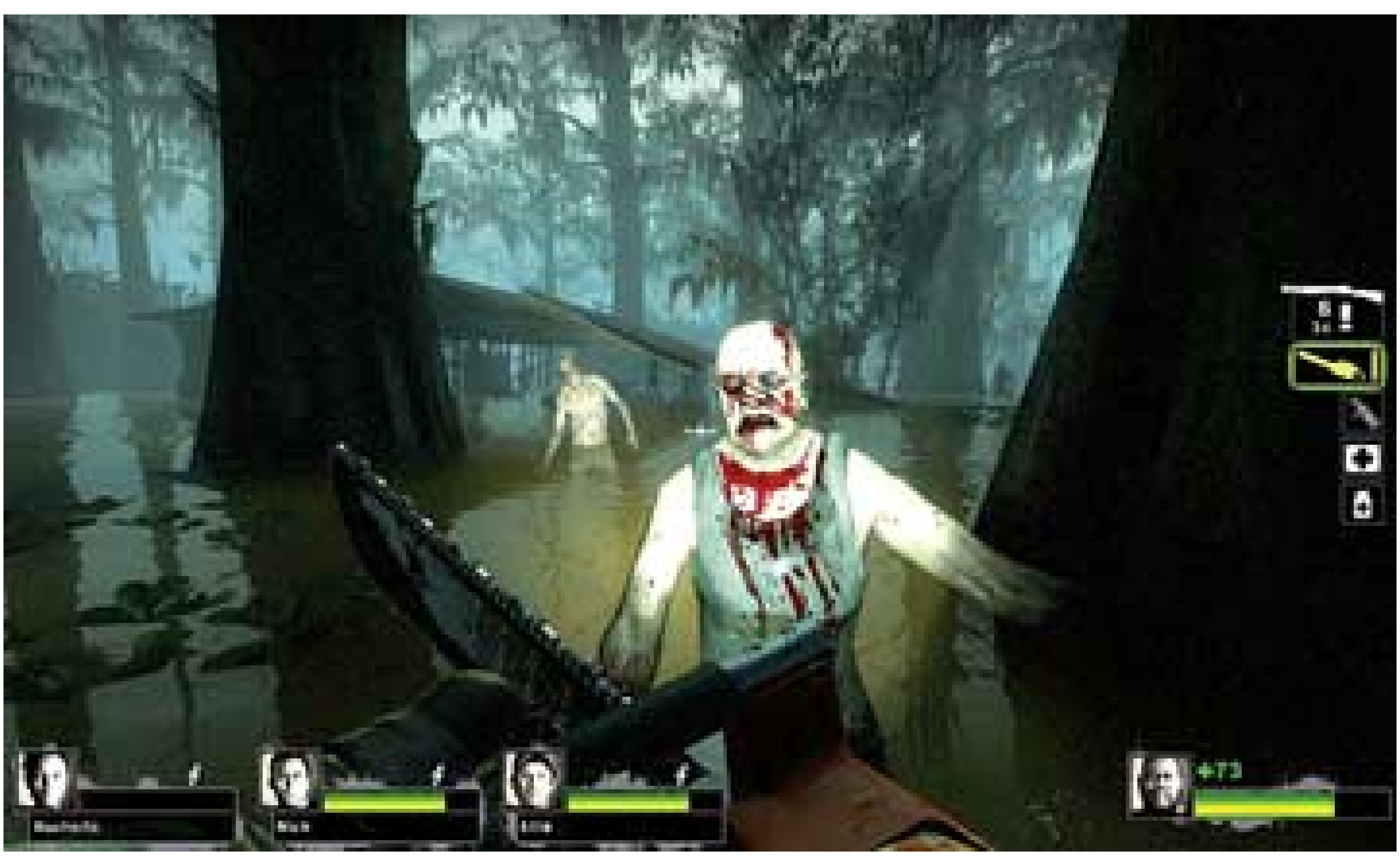
Swamp Fever Overview

Stage 1: Plank Country



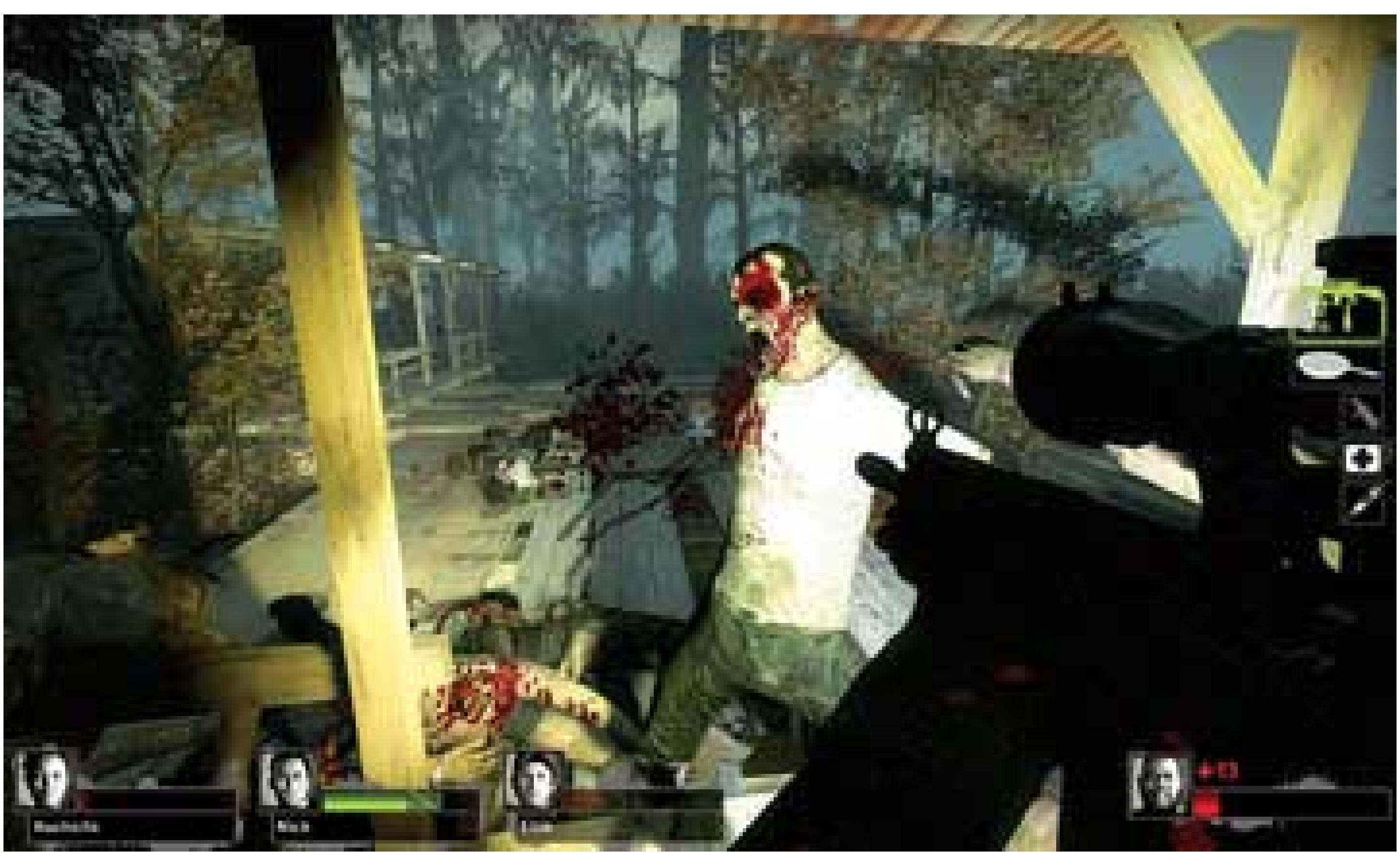
A massacre occurs in the backwoods as the Survivors cut through both the Infected and the undergrowth, scaling an alligator habitat while taking a bite out of the Infected in this fetid forest.

Stage 2: Swamp



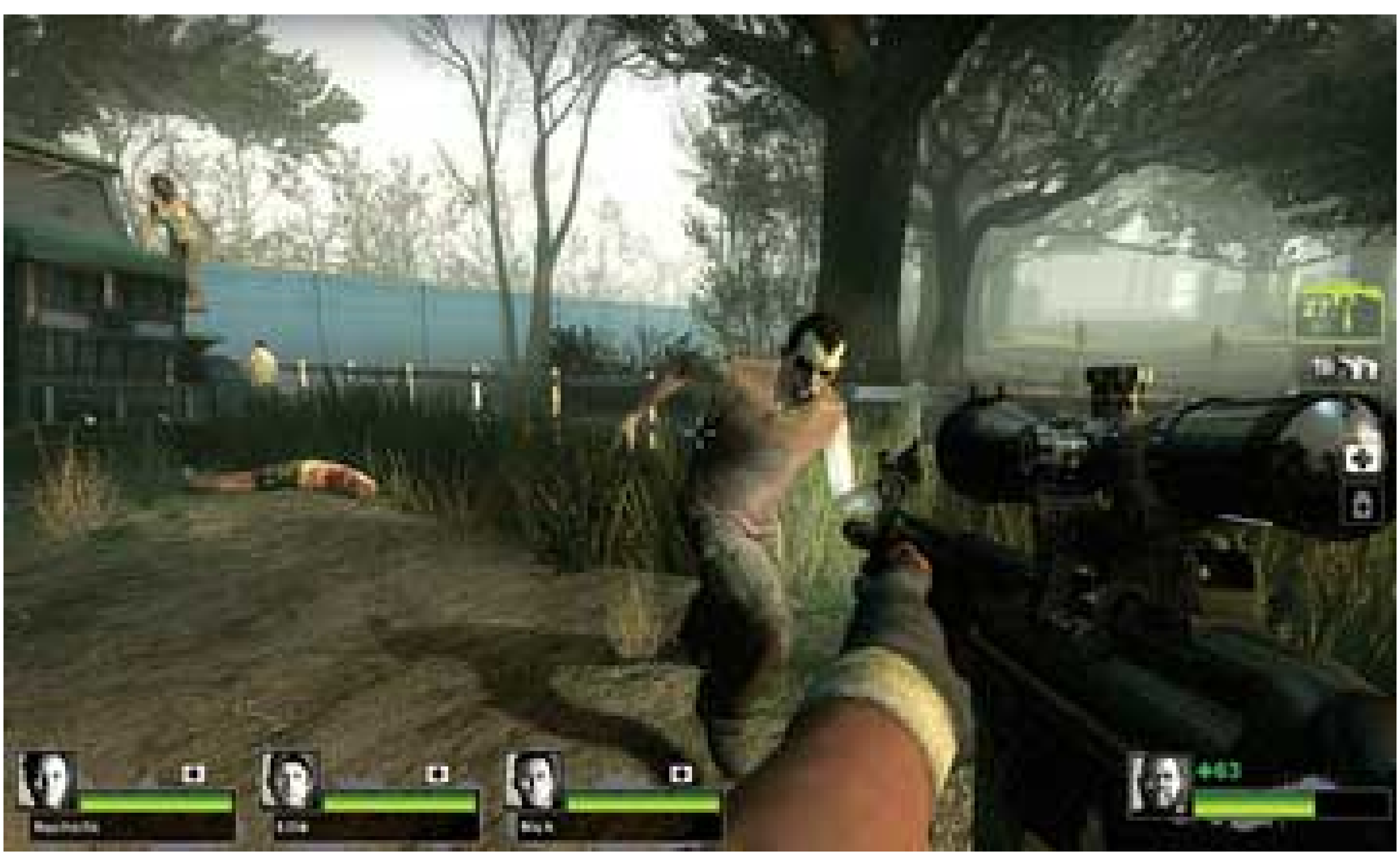
The ground turns soggy, and the action turns gritty as the Survivors battle through a downed passenger airliner. They cull the residents of a half-submerged shack deep in the backwoods.

Stage 3: Shanty Town



Even before the Infection, this motley collection of ramshackle shanties and trailers was foreboding. Treading deeper into the mire, you find a collection of stilt huts needs navigating, and a Horde needs culling.

Stage 4: Plantation



As day breaks, country trails lead to the remains of a once-grand mansion. Amid the faded grandeur, the back garden becomes the scene for some horrific bloodletting, and a final escape.

Uncommon Infected: Mudman

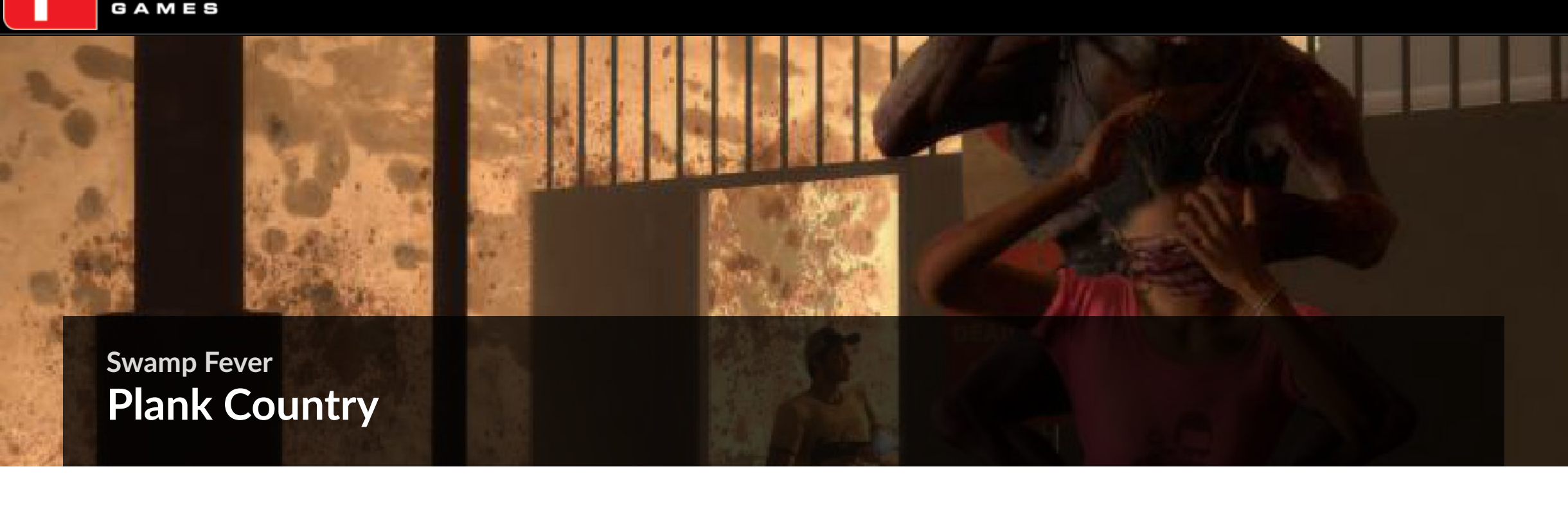
At home in the murky marshland and ready to impede your progress as well as your vision, this muddy maniac flings mud (at least, you hope it's mud) and uses its rotting claws to make a point.

Achievements

These Achievements are available during the campaign. for advice on completing them, consult the Appendices at the back of this guide.

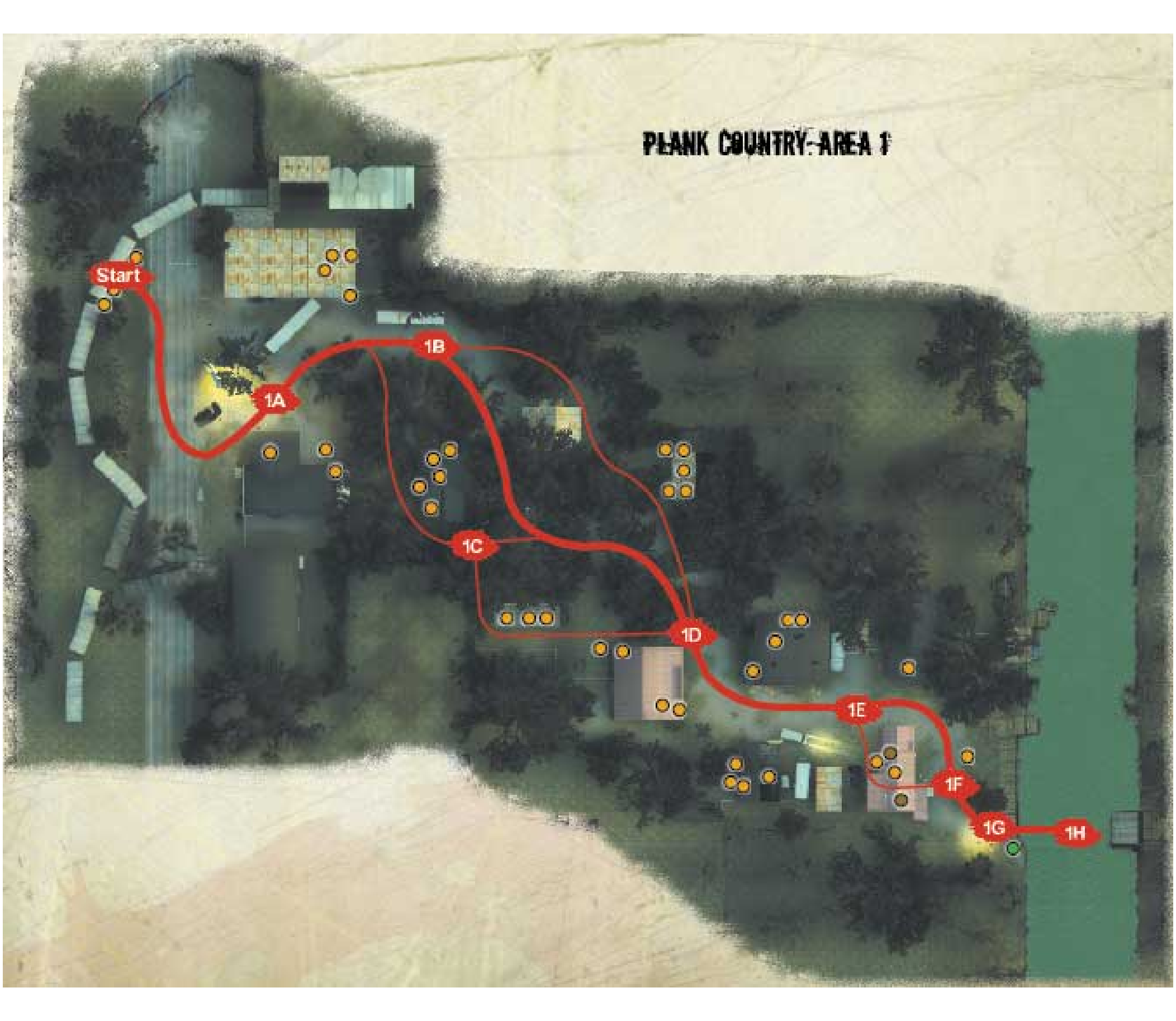
Image	Achievements	Description
	Wing and a Prayer	Defend yourself at the crashed airliner without taking damage
	Ragin' Cajun	Survive the Swamp Fever Campaign.
	Dead in the Water	Kill 10 swampy Mudmen while they are in the water.
	Still Something to Prove*	Survive all campaigns on Expert
	The Real Deal*	Survive a campaign on Expert skill with Realism mode enabled.
	Confederacy of Crutches*	Finish a campaign using melee only weapons.

*Requires completion of this campaign, plus additional tasks.



Swamp Fever

Plank Country



Backwoods Massacre: Plank Country Overview

Beginning inside a railroad carriage, investigate the backwoods near Wilson's Last Gas Station, and trek through infested woodland, passing or entering a number of shacks until you reach a small ramshackle hamlet known as Earl's Gator Village (Area 1).

After calling a motorized ferry, cross the murky river to an alligator sanctuary deeper into the marshland, which rapidly becomes soggier the farther into it you venture. Maneuver along a few raised catwalks (Area 2) and down to a thicket of trees and planks that offer a rudimentary pathway (Area 3) toward a Safe Room under a railroad track, with rusting carriages above it.

+ This is relatively flat and easy to navigate through, assuming elementary competency is maintained.

+ There are many advantageous line-of-sight opportunities for sniping, assuming you're holed up somewhere safe.

+ Although optimal routes are presented on the guide map, you can freely explore.

- The marsh water slows you considerably, making you extremely vulnerable to attacks. Stay on raised areas or dry ground.

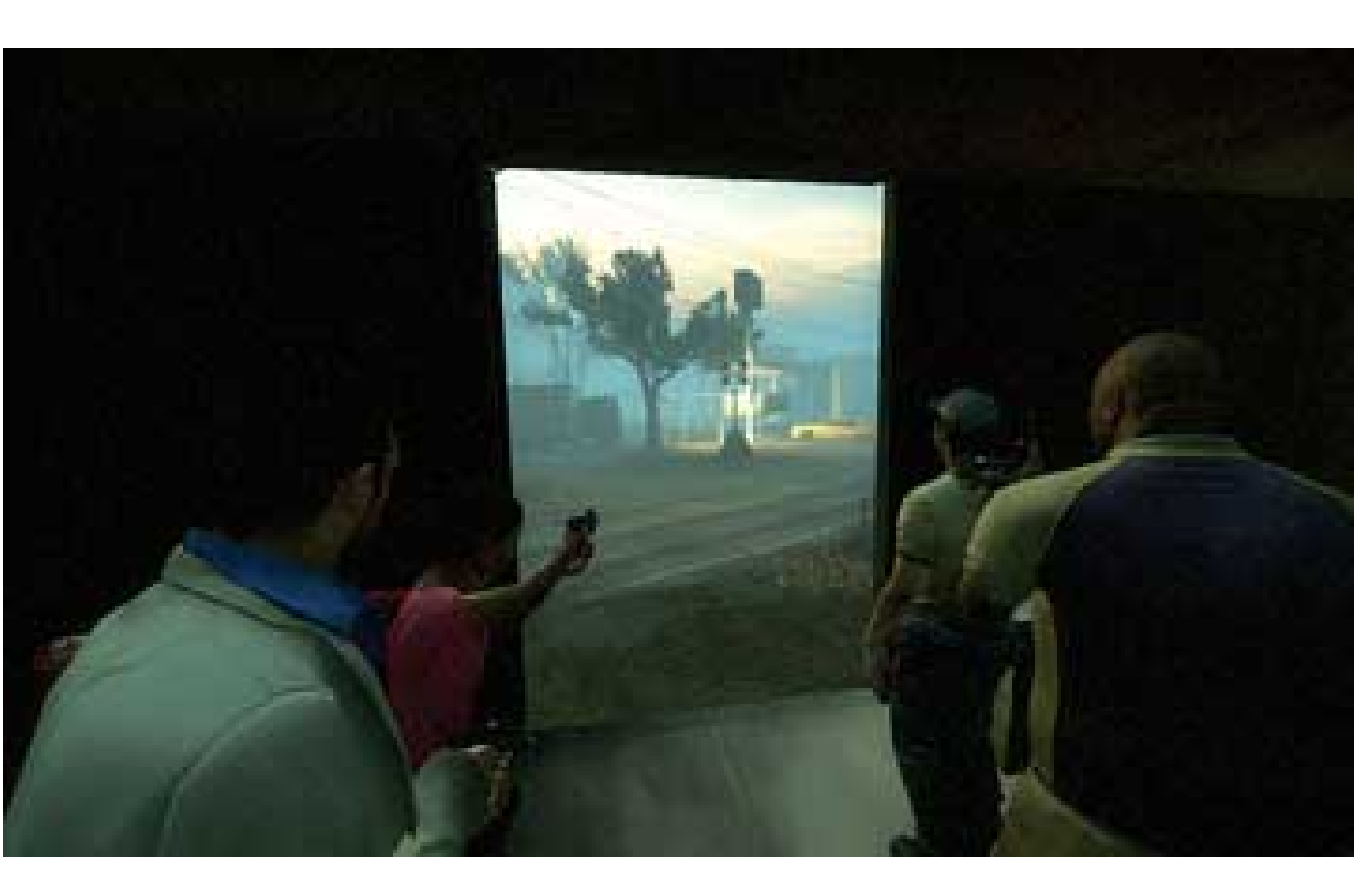
- The deep water of the river between areas 1 and 2 is lethal; cross it using the ferry and don't fall in!

- These backwoods are dark and offer numerous ambush points; staying close together is more important here than usual.

Wilson's Last Gas to Earl's Gator Village

Railway Carriage Cover

It appears Nick had a slight altercation with the helicopter pilot, and you had to ditch your airborne ride.



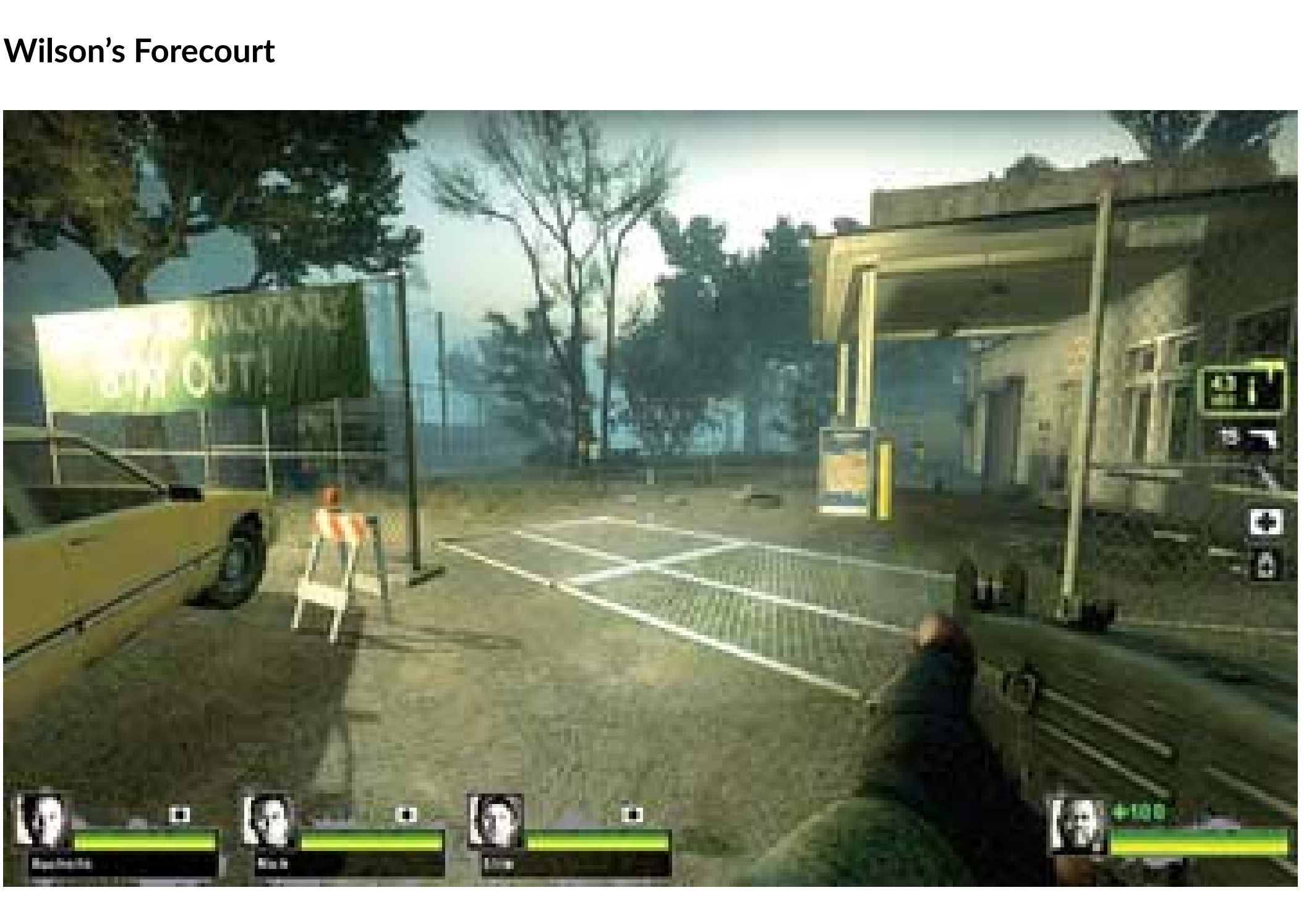
Start

Now that you're holed up outside Wilson's Last Gas somewhere in the backwoods, choose your preferred ranged weapon and definitely take a First Aid Kit before you drop down from the derailed carriage. Drop down, and move toward the gas station.

Tip

Cross-team chatter is important, especially when weapons are being chosen. Despite the gloom, there is increased and distant visibility throughout much of this area; therefore, arm two members of your team with longer range weapons (such as Sniper Rifles), and place the more aggressive members at the front, where they can wield Shotguns or SMGs.

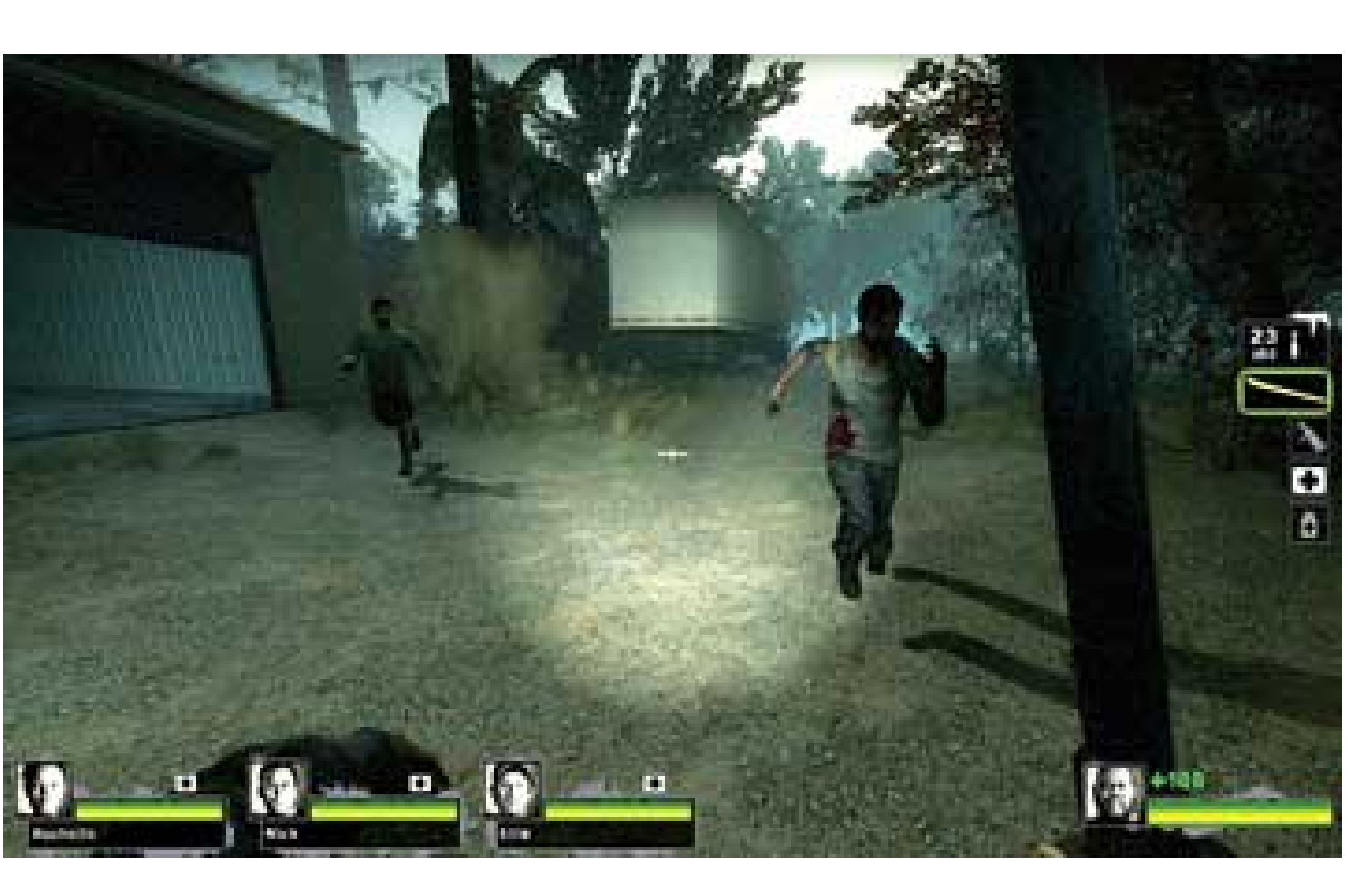
Wilson's Forecourt



1A

Head over the collapsed section of mesh fencing, into the gas station forecourt. With random Infection incursions, it is wise to properly secure this zone of buildings as you pass through to location 1B or 1C.

While some of your team checks the overhang and the far end of the building near the Propane Tank for foes and items, others should guard the only exit—the gap in the fence near the parked container truck.

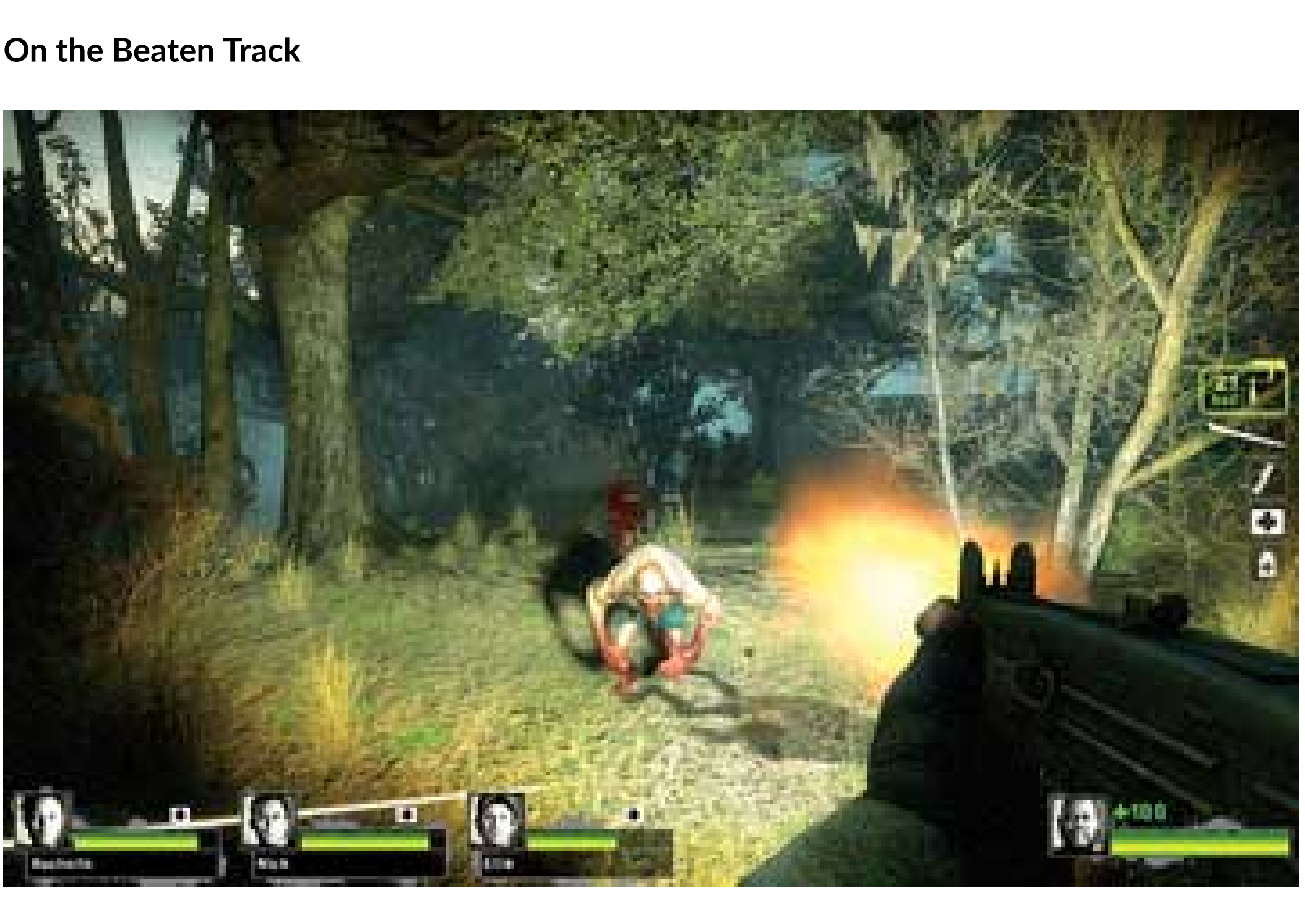


Advance when all of your team are present, and send one teammate into the warehouse room between the two truck containers (picture 2) for Belt Items while the others remain vigilant. From this point, your forest trek can branch into two or more routes:

Tip

You can enter through the gap in the mesh fence, but you also can peer through the gaps in the wooden slat fence to the right before you enter, or near the Propane Tank on the far side of the gas station building, while raking bullets through swaying Infected in the rough ground behind the gas station.

On the Beaten Track

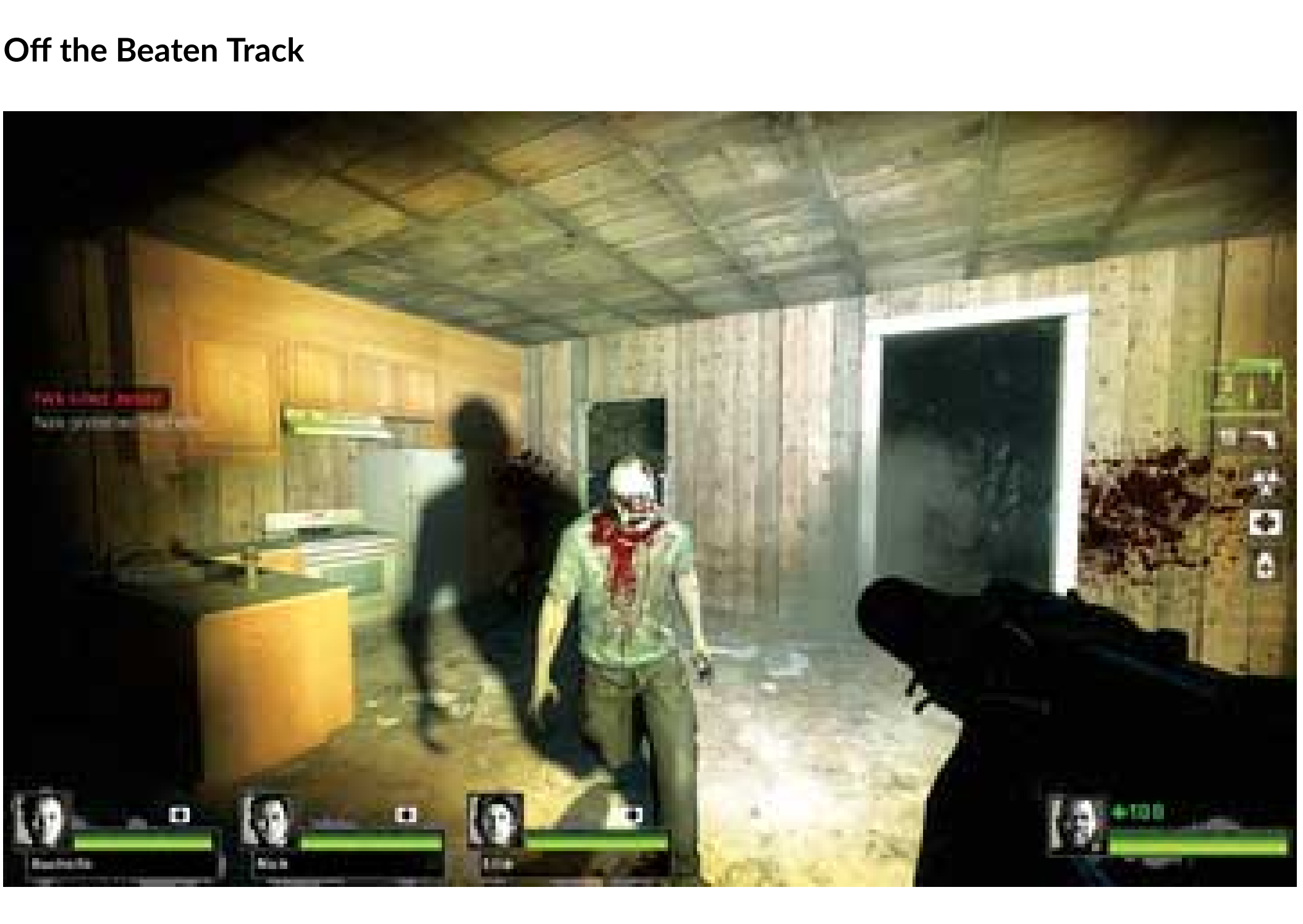


1B

Follow the main trail from point 1B to 1D for the most direct route through the woods, the one that allows you to more easily stay together as a group. Have your most aggressive player on point, venturing forward to rake the bodies of anything closing in on you, while the other three members provide backup and check for attacks from the sides or rear.

There are a couple of scattered buildings to optionally check, but only if you need items. Push forward to the outskirts of Earl's Gator Village.

Off the Beaten Track



1C

Choose a less defined, more dangerous secondary route (of which Location 1C is only one example) by hopping over the low, wooden fencing after exiting Wilson's Gas. There are thickets to navigate around, and stationary (as well as shambling) Infected to repel.

Attempt to make a methodical shack-to-shack search of all the buildings prior to reaching Location 1D; the guide map shows possible item locations. Use good communication to vocalize the order of the buildings you're entering.

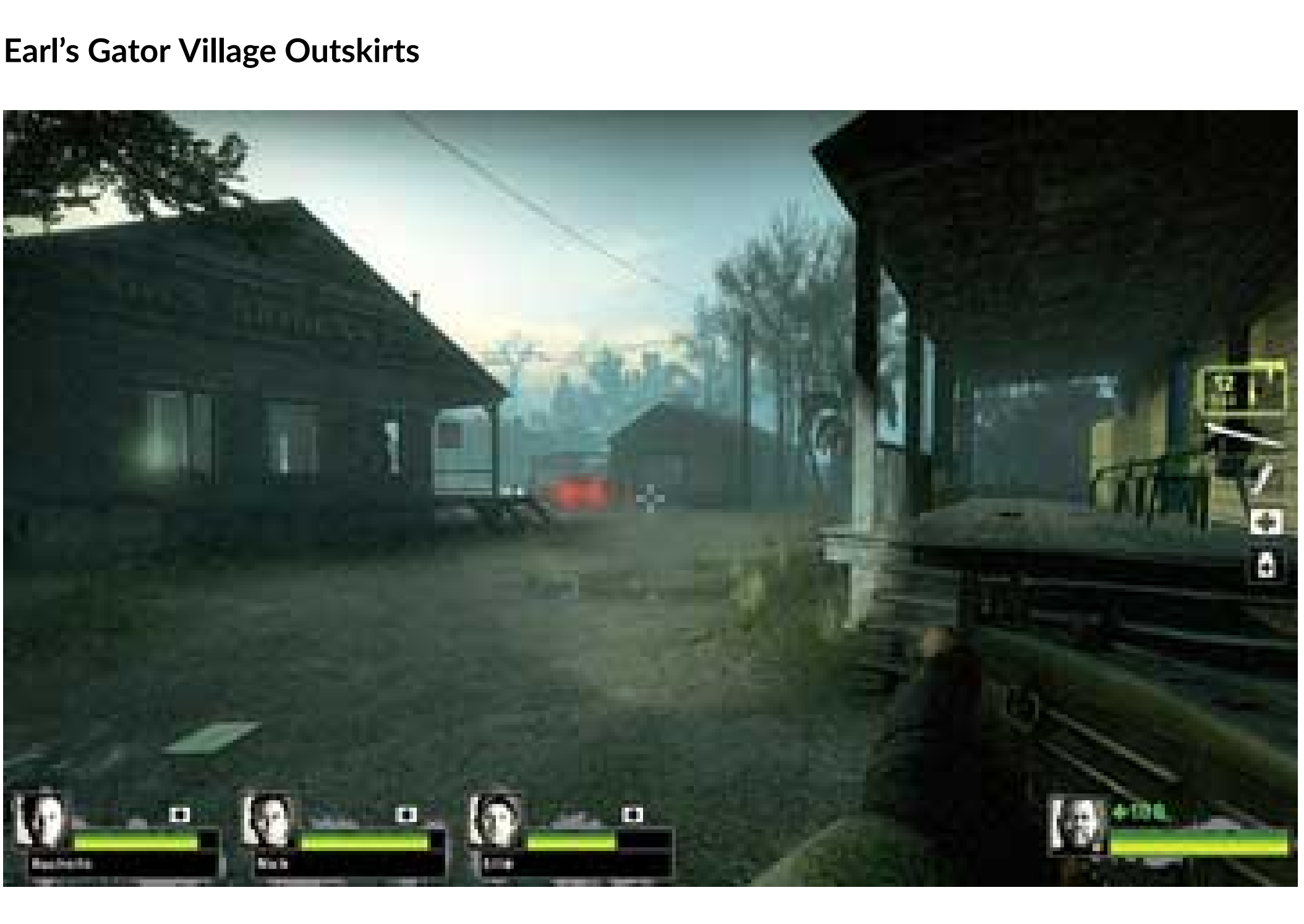
Tip

Avoid cramped and possibly suicidal shack combat by keeping two of your team outside guarding the perimeters of the building that the other members are checking. Know exactly which building you're securing, and where the next building is located.

Tip

These shacks usually contain Secondary Weapons or Belt Items, so it's usually most profitable to instruct a team member who's missing one of these items to head into a shack to add to their inventory.

Earl's Gator Village Outskirts



The hamlet of Earl's Gator Village consists of only five buildings, and Location 1D is between the first two: a general store (on the right of this picture) and a cafe (on the left). While advancing to Location 1E in the middle of the dirt thoroughfare, it is important to keep close together.

Secure each building one at a time, so you aren't split up if Special Infected make an appearance. Make a note of any items you may need during the battle against the Horde, once you reach point 1G.

Village Thoroughfare

1E

If you aren't being swarmed by the living dead right now, you soon will be, so take this opportunity as you pass the garage to mop up the more docile corpses near the parked white van.

Your team's plan is twofold: have a couple of snipers check the alleys, corners, and rooftops for any lurking foes, while the others tag anything easily spotted and make a sweep for useful items, such as Fuel Cans and Propane Tanks.

Carnage at Gator Wharf

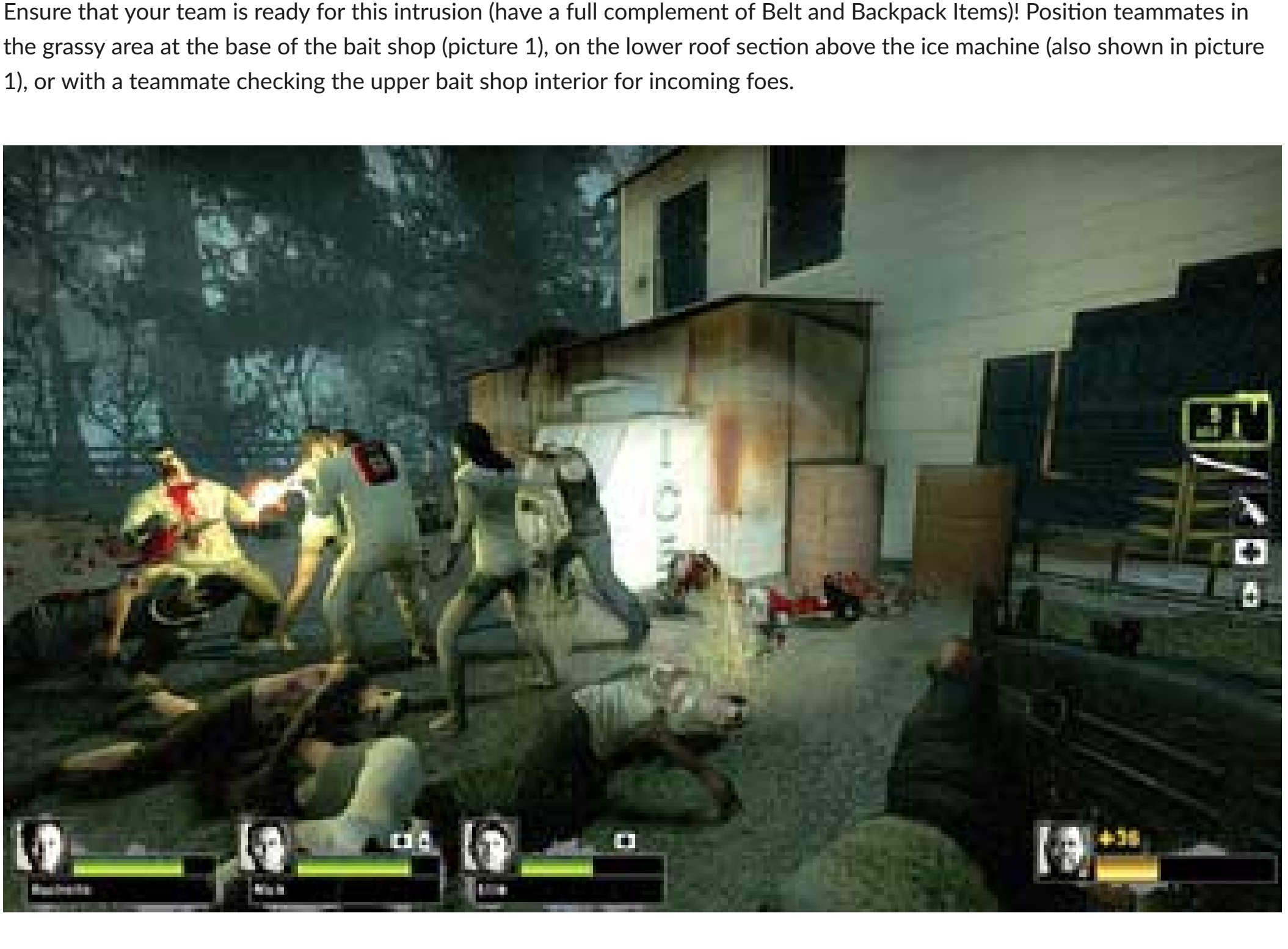
Earl's Gator Village ends at the river's edge, and it seems Earl has already repelled a few zombie-types, judging by the strung-up Charger near the picnic table with items to gather.

As your team prowls the shack, wharf shed, and two-story bait shop overlooking the wharf, you should properly prepare for a Horde attack prior to reaching Location 1G and calling the ferry.

Your positions need additional defenses, so check the garage near Location 1E, the alleys, and the village itself for explosive Fuel Cans and Propane Tanks. Place them on the thoroughfare and on the wooden fences close to the ferry machinery.

Activating the machinery at Location 1G causes a loud, continuous chugging noise as the ferry platform is slowly winched across the water. This attracts the Horde, and they swarm in soon afterward.

Ensure that your team is ready for this intrusion (have a full complement of Belt and Backpack Items)! Position teammates in the grassy area at the base of the bait shop (picture 1), on the lower roof section above the ice machine (also shown in picture 1), or with a teammate checking the upper bait shop interior for incoming foes.



1F

When the Horde streams in, repel them with your weapons of choice, but also explode any Propane Tanks or Fuel Cans to cause maximum damage to the enemy. Have one of your team utilize a Belt Item such as Bile Bomb or a Pipe Bomb (picture 2, thrown from Location 1G) to further weaken the Horde, and prepare for a protracted battle.

1G

Stay away from the wharf, as you don't want to fall (or get pushed) into the river. Check the picnic table for additional items.

Caution

To reiterate, you really should avoid a last stand on the wharf itself. Charging or knocking you into the river is relatively simple for the enemy to achieve, which will kill you or leave you hanging, and therefore a liability to your team.

Mechanical Winch Ferry

1H

If the Infected Hordes are continuous and the situation is becoming dire, listen for the ferry and, when it arrives, have your entire team board the ferry platform as soon as possible. While the rest of your team guard the platform entrance, one of you needs to flick the ferry switch, which will start the ferry slowly winching across the river, away from the village.

During this time, vocalize the preferred routes you're planning to take throughout Area 2.

Tip

When the ferry arrives, hop aboard as quickly as you can, but if you have the time, restock your inventory first. However, don't do this at the expense of your teammates' well-being.

Caution

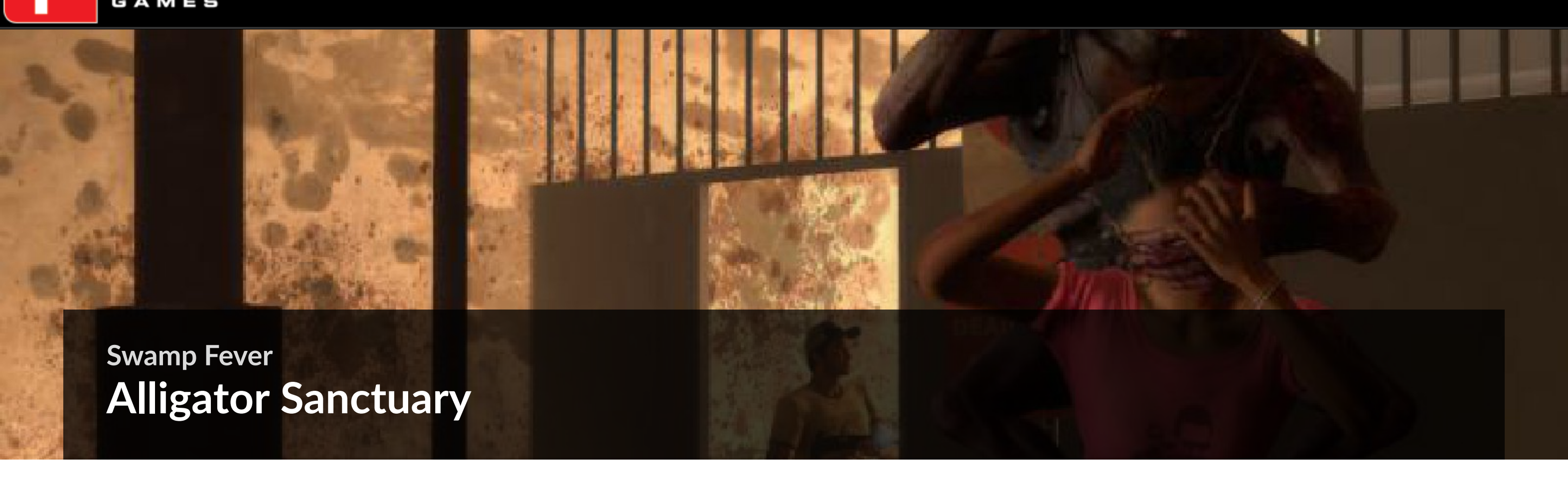
Once the ferry starts, you can't return to Area 1. Note that the ferry won't leave until all surviving team members are on board.

Effective Infected

If your plan is to slay as many Survivors as possible, the cover of the trees and numerous openings in cabins is an excellent way to annoy and slow down your foes. First, remember to work in tandem with your teammates; if you're a Smoker, and can lasso a Survivor "away from the herd," further damage the enemy by having a Boomer vomit on him from nearby, too.

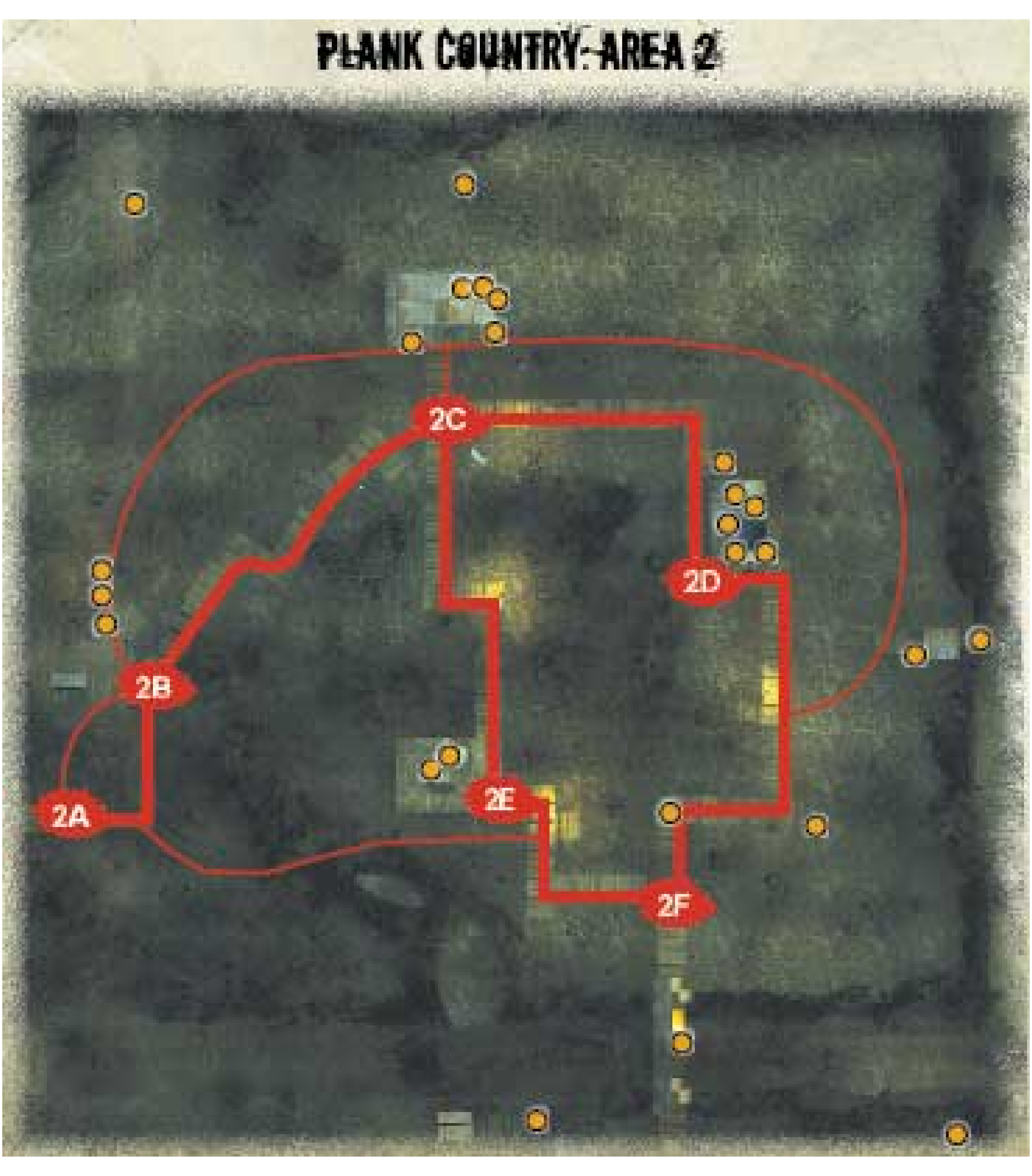
Use the alleyways, windows, roofs of any buildings (such as the one overlooking the ferry winch) where the Survivors can't stand to launch an attack from. When the Survivors call the ferry, and the Horde attacks, this gives you even more opportunities to savage those humans. Ride, charge, or otherwise batter your foes into the river (picture 2), attempt to split the team up, and cause as much confusion as possible. In particular the Charger is an excellent beast for dumping a survivor into the river.

When the ferry is called and the team steps inside, a well-timed vomit from a Spitter is a gift that keeps on giving. As no Survivor is able to rescue a straggler that is snagged while the others board the ferry, whittle down the Survivors' teammates with well-timed ambushes.



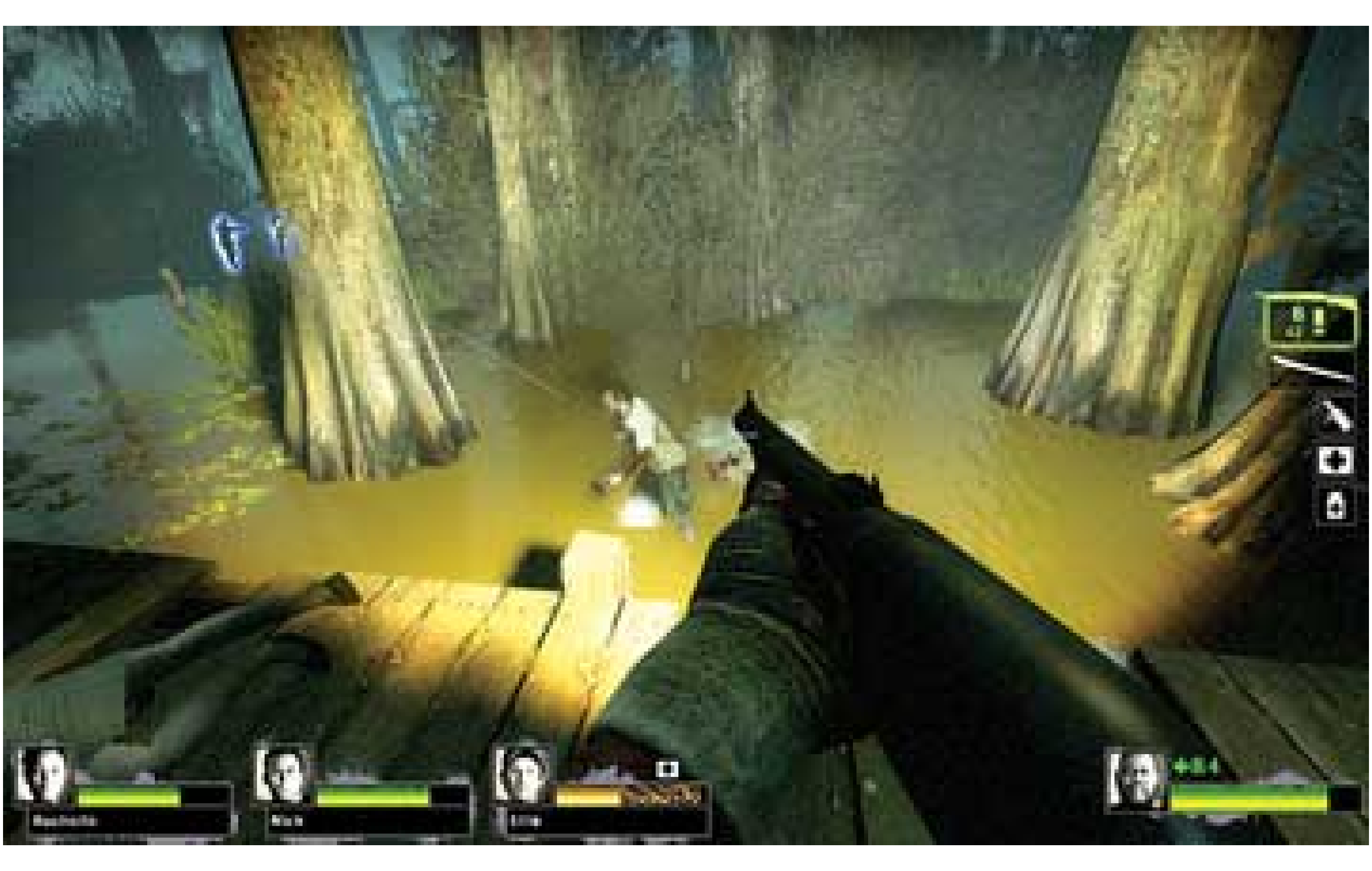
Swamp Fever

Alligator Sanctuary



Preventing a Platform Panic

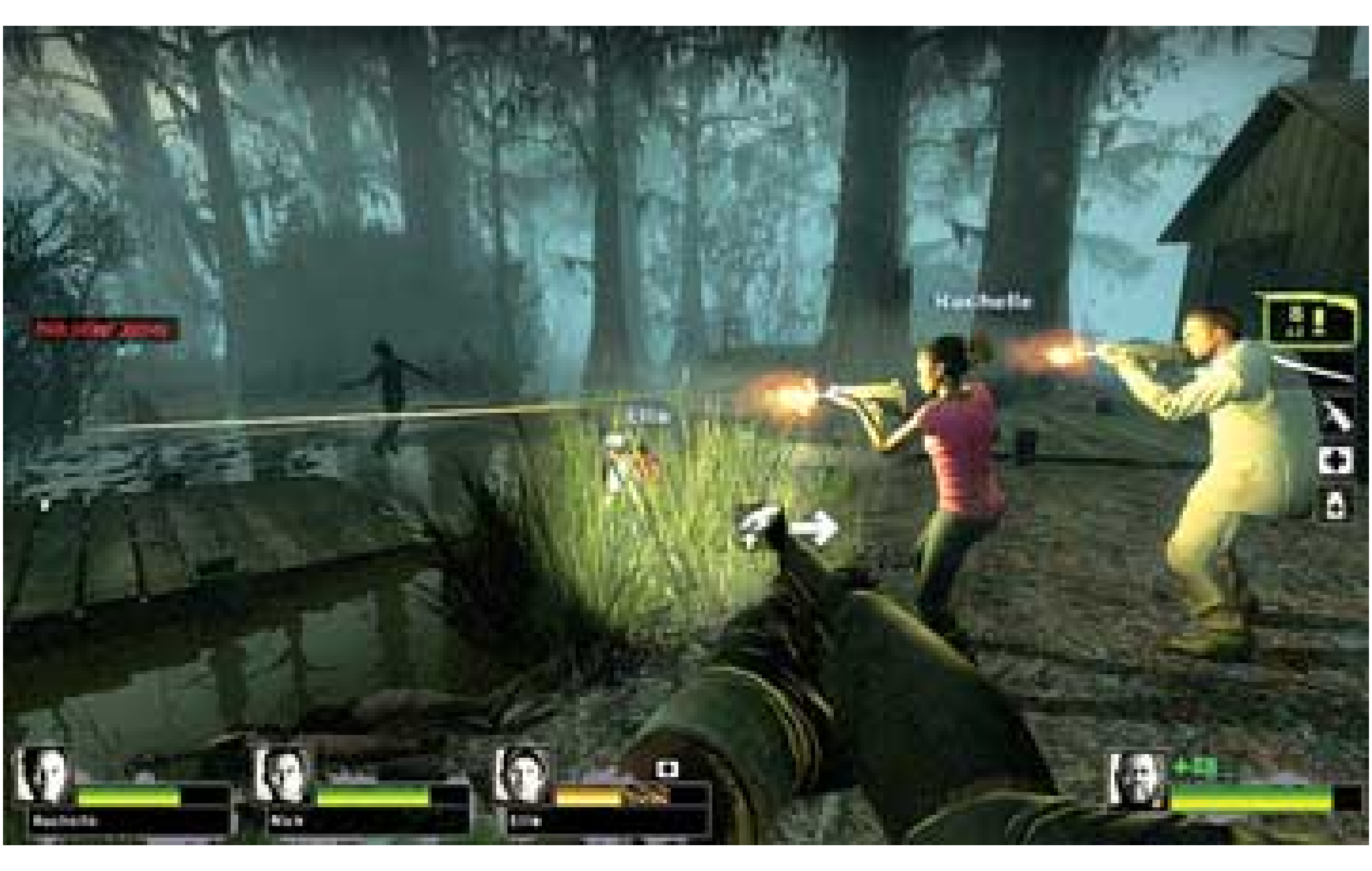
Disembark from the ferry knowing which route you're about to take, and prepare to repel any Infected forces in the vicinity. Spread out and use crossfire opportunities to cut down foes easily (picture 1) while they mill about trying to decide which one of you to savage.



2A

If you stay on the wooden decking above the water, you can optionally shove your foes back into the water, allowing your team extra time to slay them. At this point, you can continue forward from Location 2A, wading through marsh water, past the odd pointed rocks, to a lighted ladder near Location 2E.

However, a safer (if longer) path is to head left, toward a small hut and a picnic table, which provides some additional equipment to scavenge. From here, you can see the marsh is slightly less thick with plants, and has a wooden walkway, which keeps you moving at normal speed.



2B

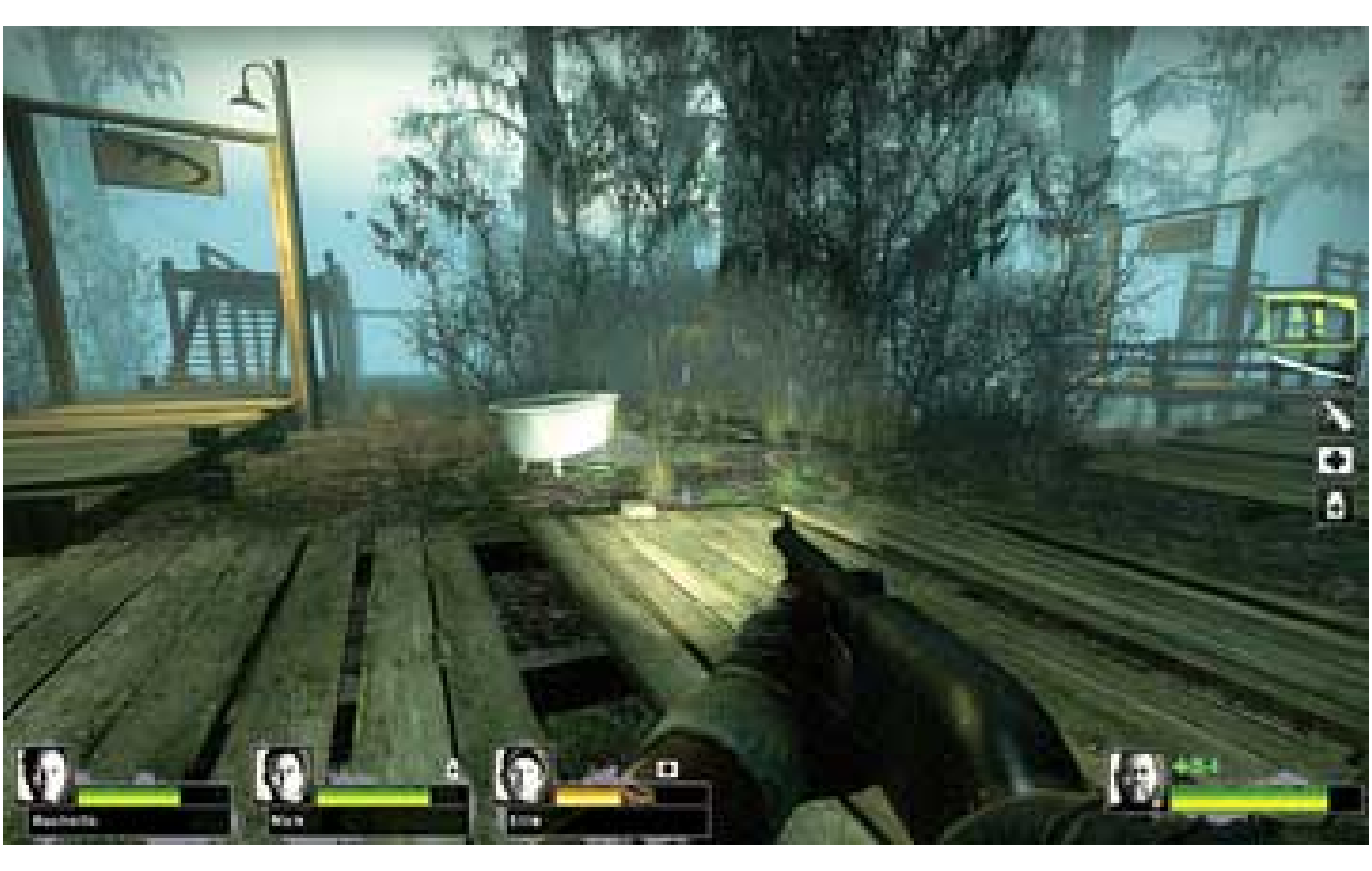
When the enemies finally halt their incessant swarming, you should ideally wander up the wooden platforms. Again, crossfire opportunities and the additional dry land around the picnic tables (picture 2) offer added maneuvering benefits.

Tip

Additional items sometimes appear around the perimeter of this area. Check the guide map for possible locations and obtain them instead of sticking stringently to the routes shown.

Open-Air Bathing

For maximum safety, move to this location, where you'll find a slightly raised wooden platform that leads to one of two raised walkways. These walkways are the two main methods of exiting Area 2.



2C

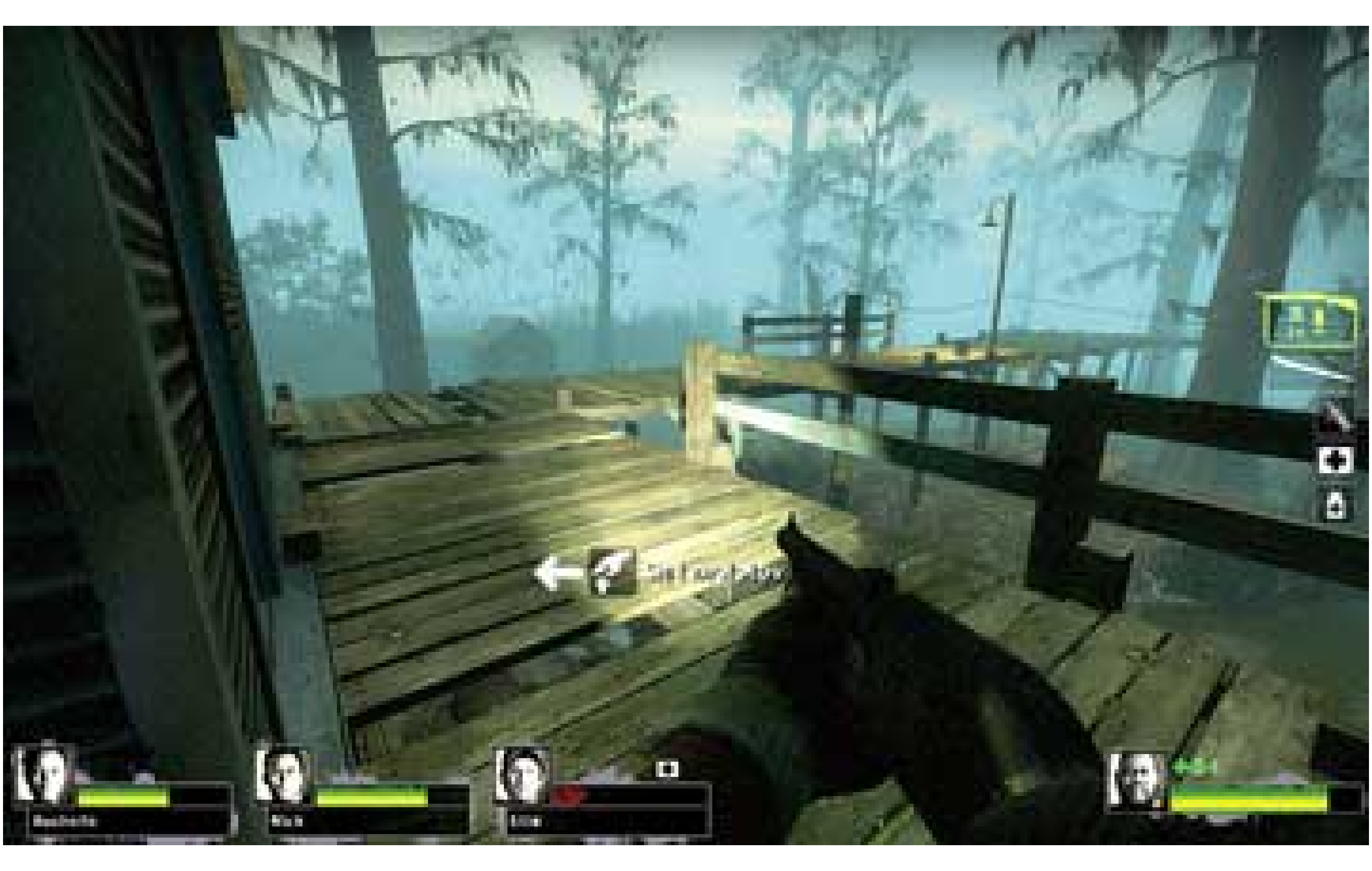
However, before you choose either route, have one or two of your team make a quick inspection of the cabin at the path junction, while others watch for foes trying to ambush you from behind doorways or windows. The bathtub near the wooden pathway is a good landmark to meet at. Then choose either raised wooden catwalk quickly; this position isn't particularly defensible.

Tip

If there's a choice between treading on land or water, stay dry: Remain on the boardwalks and wooden planks because being struck by Infected in the water is punishing, and your maneuverability is cut down, too.

Treading the Boards (Route 1)

This takes you on a slightly longer, but safer (because you aren't in the central part of the map) route around the outer catwalk, which rejoins at Location 2F. Although it's longer, it features an additional raised viewing hut you can ransack, or hide in and snipe from.



Optionally, you can jump down into the water below and wade out to the solitary hut if you wish to check it for items. Otherwise, stay up on the catwalk, covering the distance to Location 2F quickly. Rake any foes down below, killing them easily.

Tip

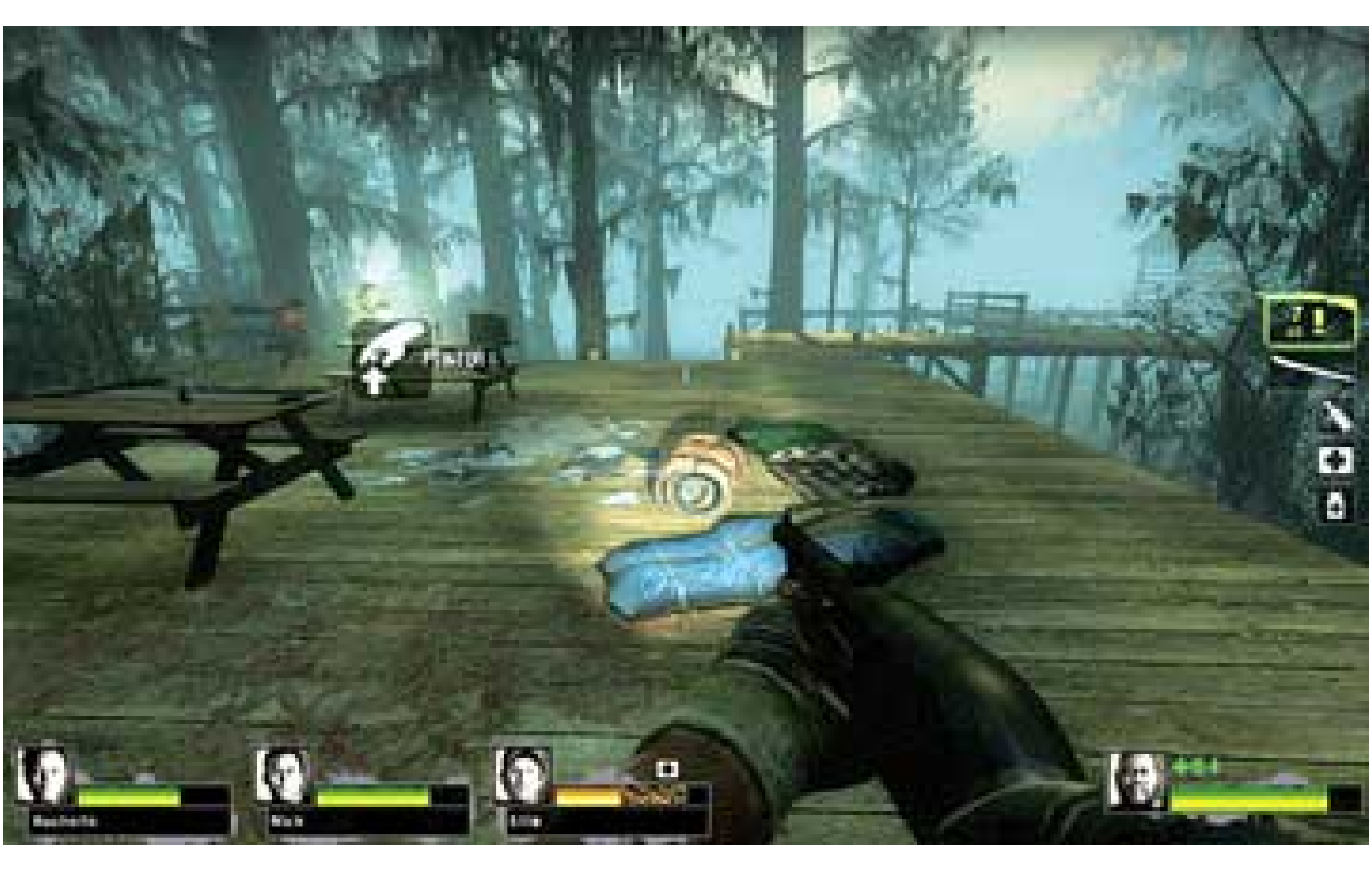
The catwalk boards are beneficial to your safety, as the Common Infected can only attack from this same vantage point and are easy to slay before they reach you; blast them from above. They are especially vulnerable when attempting to climb up onto the catwalk; look for these enemies and drop them at once.

Caution

The catwalk boards are problematic to your safety because you are effectively hemmed in, without the usual strafing mobility, so watch that you're not overrun, and try not to lose your footing and fall. Teammates dragged off the catwalks by Special Infected are also an issue to quickly overcome. Stay vigilant.

Treading the Boards (Route 2)

The other route to Location 2F allows you to head up steps and along a raised catwalk to an open platform with sleeping bags and some items on a couple of picnic tables.



2E

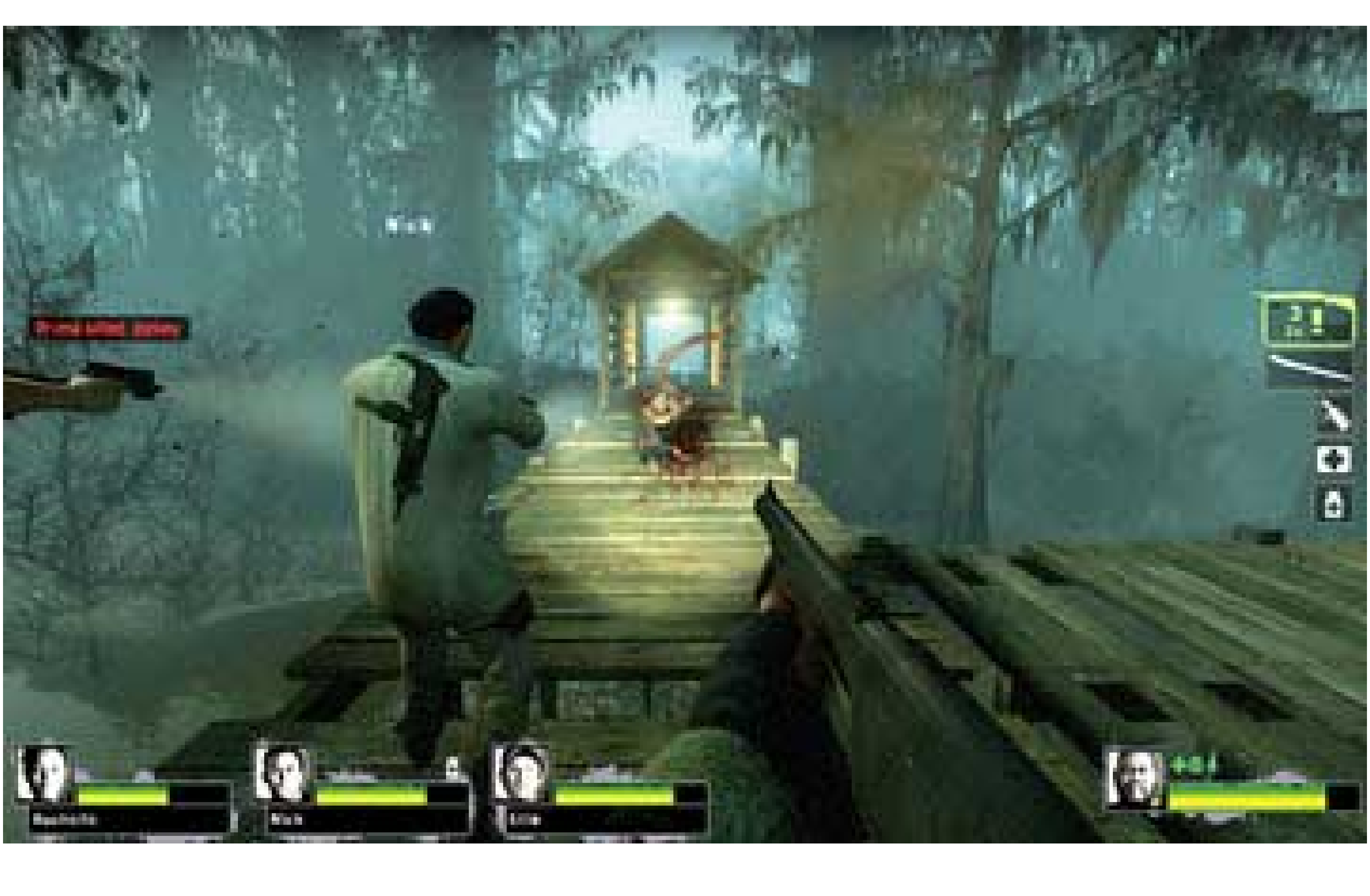
This route is quicker than heading around past Location 2D, but is more central on the map, meaning you may attract more foes. Beware of the Infected charging down these catwalks, as well as those clambering up from the ground.

Tip

Fallen off, or find yourself milling about the ground? Search for either of the two ladders up to the catwalk if you're away from Location 2C; the ladders offer quick ascension to relative safety and are easily spotted; just look for the tall lamp illuminating the ladder from above.

Raised Walkway Exit

Both raised catwalks meet up at this location point. From here, you can only venture along a single section of boards into a small, covered hut with an orange sign pointing on toward the Safe Room.



2F

Before heading along this section of boards, ensure that your entire team is with you and they are training their weapons on foes ahead, as well as behind. Venture forward, stopping to grab any weapon lying on the table if necessary. Long-range ordnance is good to have when you head through the hut into Area 3.

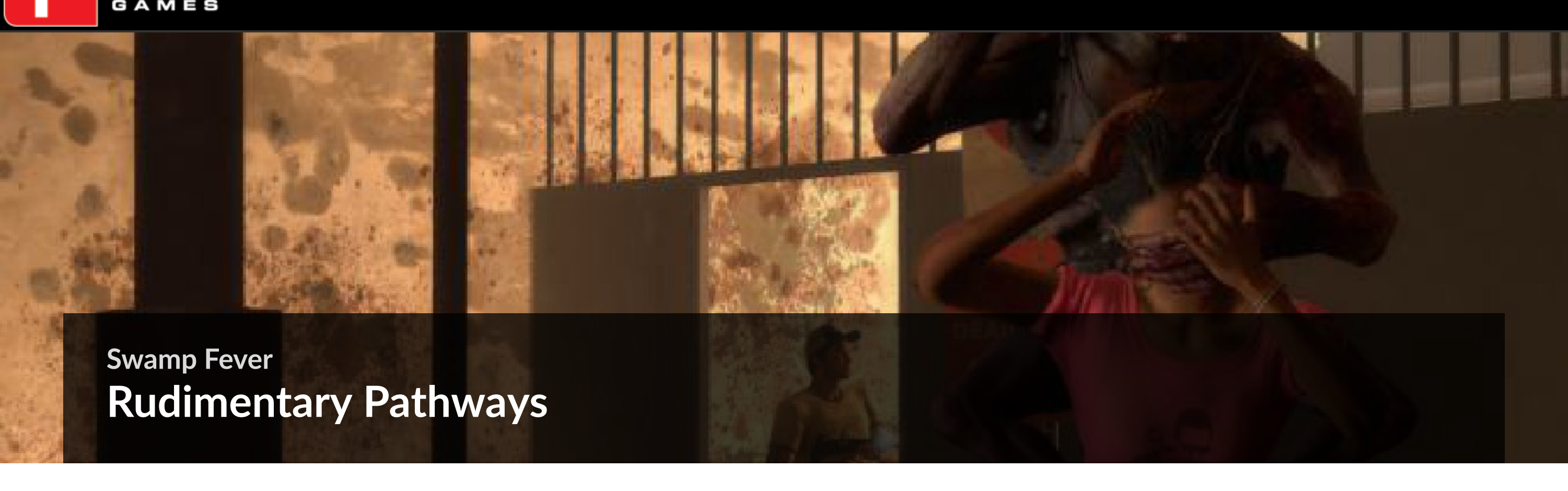
Tip

The covered hut is a favored ambush point for the Special Infected, whether human-controlled or not. Use the table as cover if a Charger attempts to slam into you with a long charge down this section of bridge. Listen for the Charger's sounds prior to taking cover.

Effective Infected

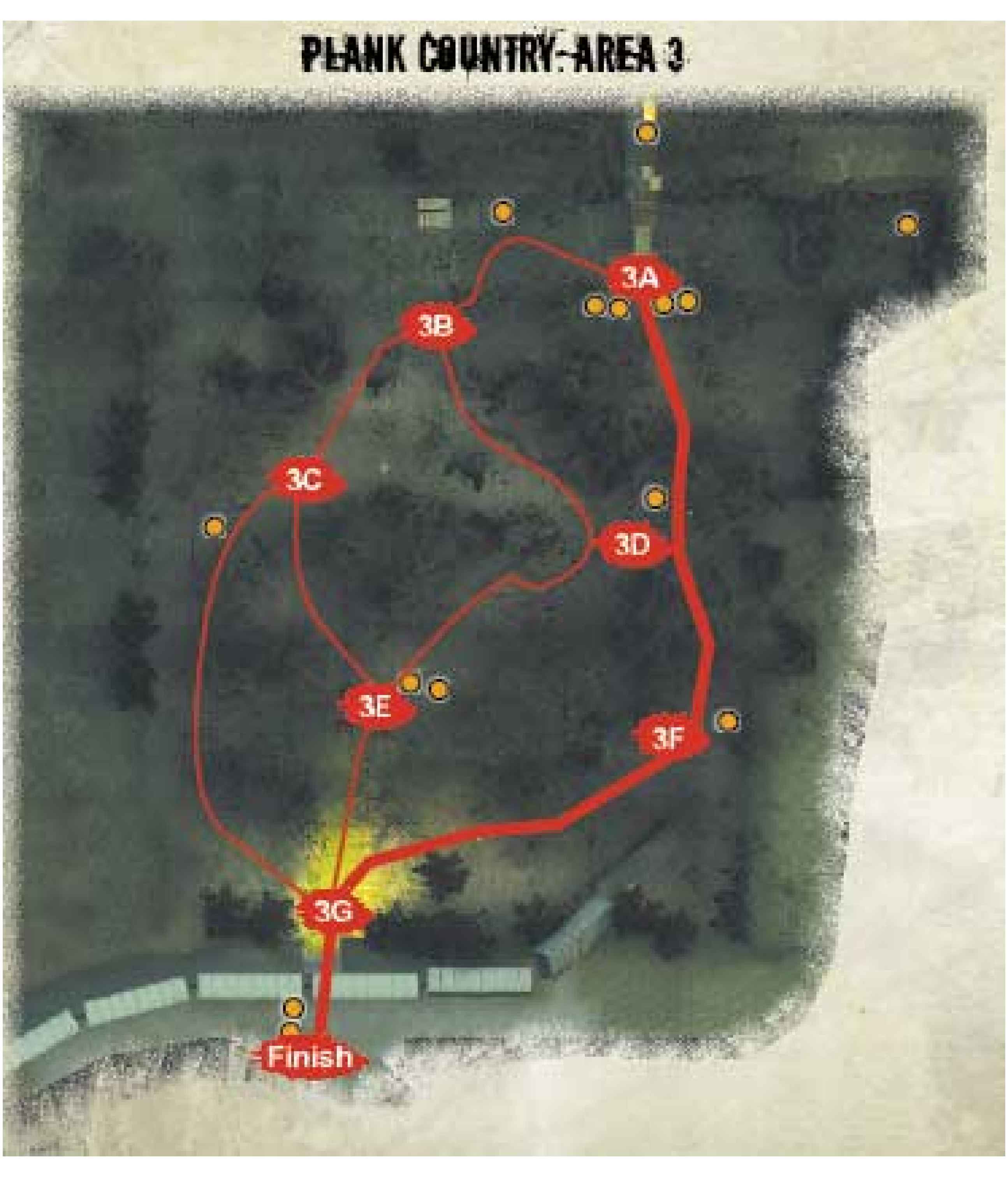
Although outmatched by weaponry, the Infected have an advantage over Survivors because the Infected can climb and prowl areas that are inaccessible to humans. A key example of this is the undergrowth on either side of the covered bridge along the raised walkway exit. If you can successfully pulverize a Survivor and throttle or savage them in a dark corner of this area, it takes extra time for human help to arrive.

Hiding behind trees to sneak and snag a straggler, or attacking from across the water (or dragging foes into the water) slows down rescue attempts, which allows you additional mauling time. There's nothing quite as satisfying as snagging a foe on the raised walkway and dragging them off to a watery beatdown (see picture), making the other Survivors drop from safety to mount a rescue.



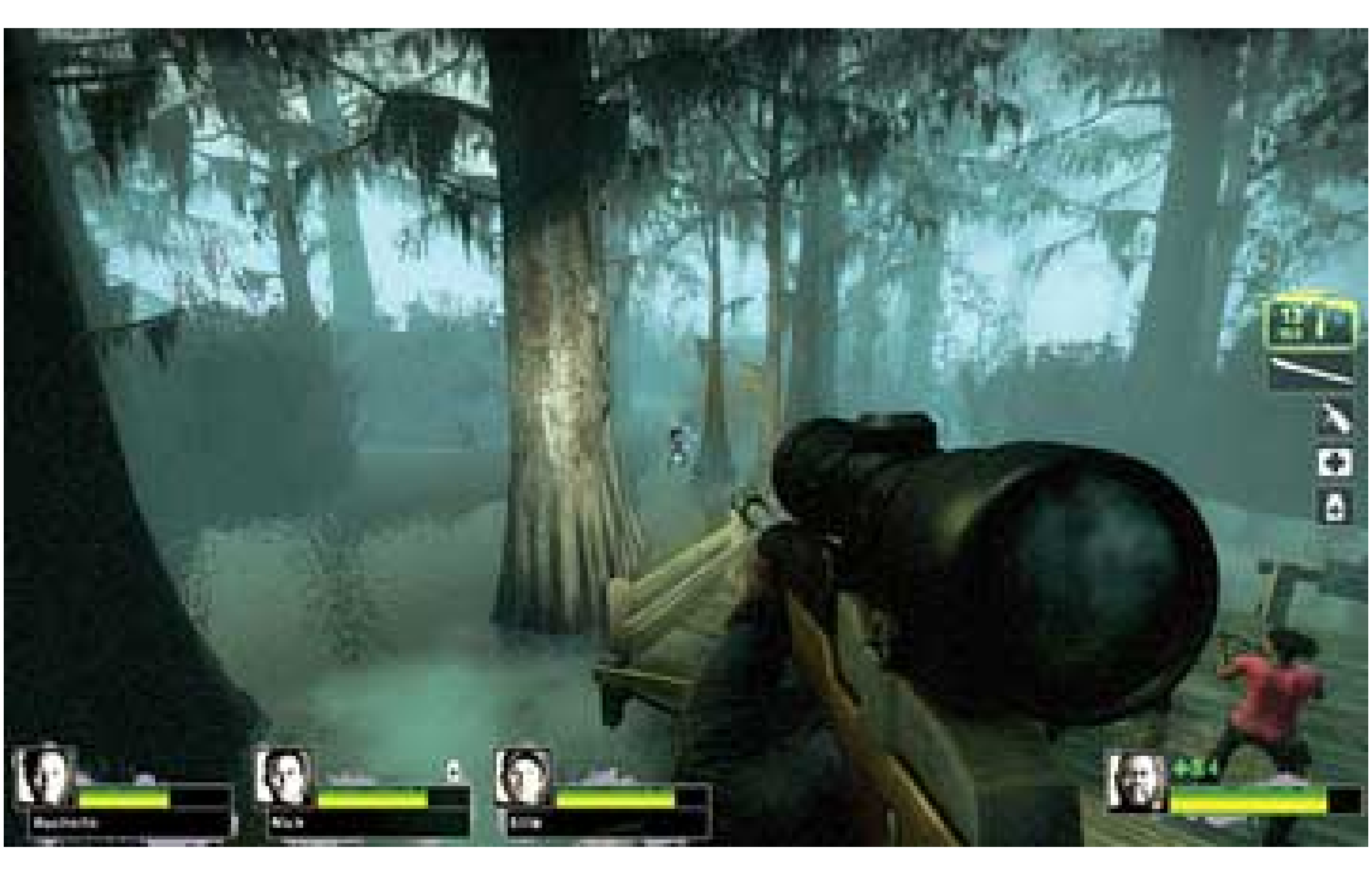
Swamp Fever

Rudimentary Pathways



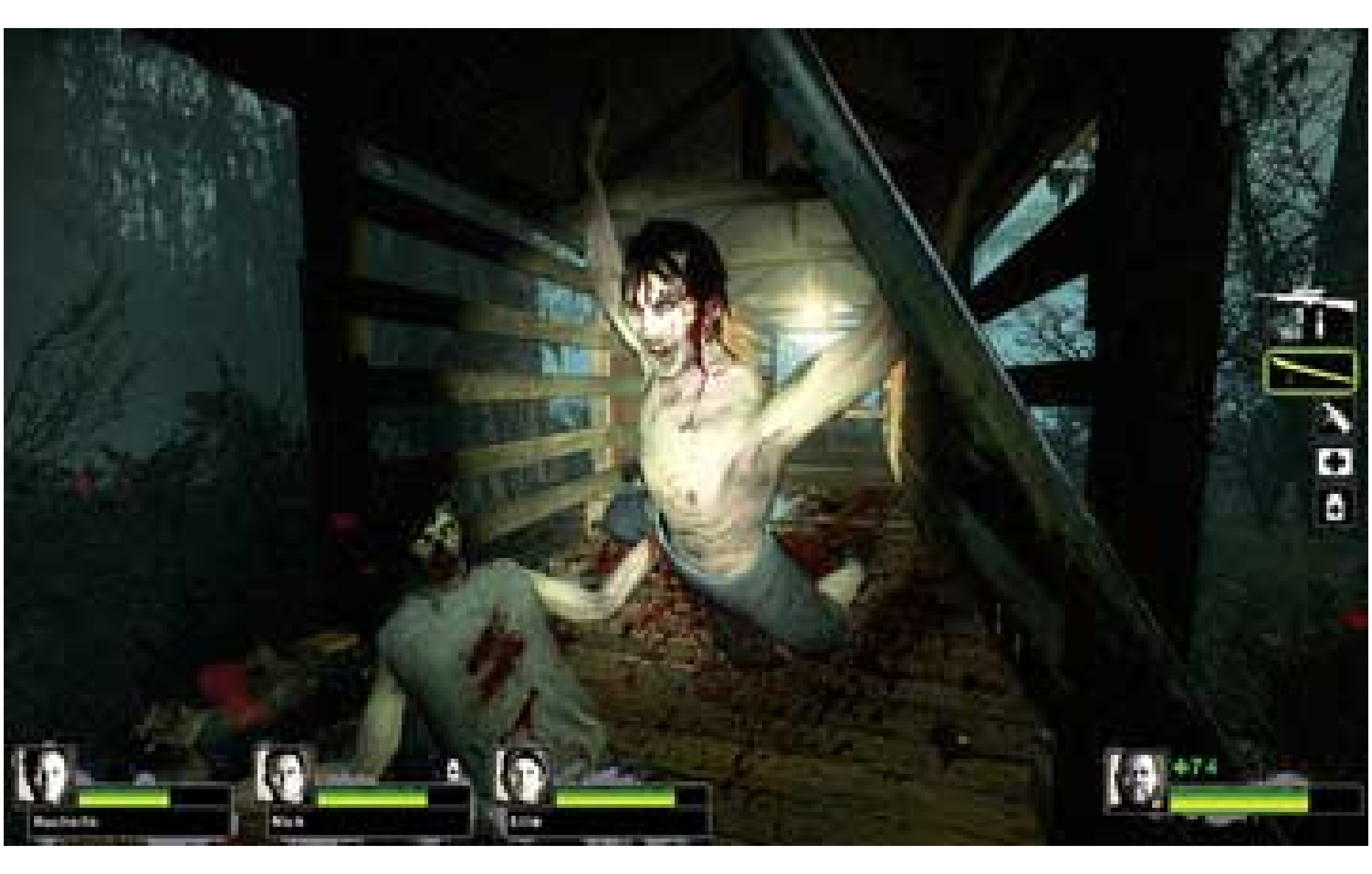
Getting Your Feet Wet

The small jetty at the end of the raised catwalk beyond the covered hut (3A) is a reasonably defensible position. You can bring out your favorite Sniper Rifle, and begin to methodically decapitate any wading enemies in the knee-deep water ahead of you.



However, you need to watch for Special Infected attacks from the sides; this is the perfect place to feel the pain from a Smoker's tongue-throttle, so ensure that you have backup.

The Infected have a tendency to charge in from behind as you're attempting long-range culling, too, so keep your friends bunched together atop the wooden steps and have two check the boards behind you for incoming groups of the unwell and undead.



3A

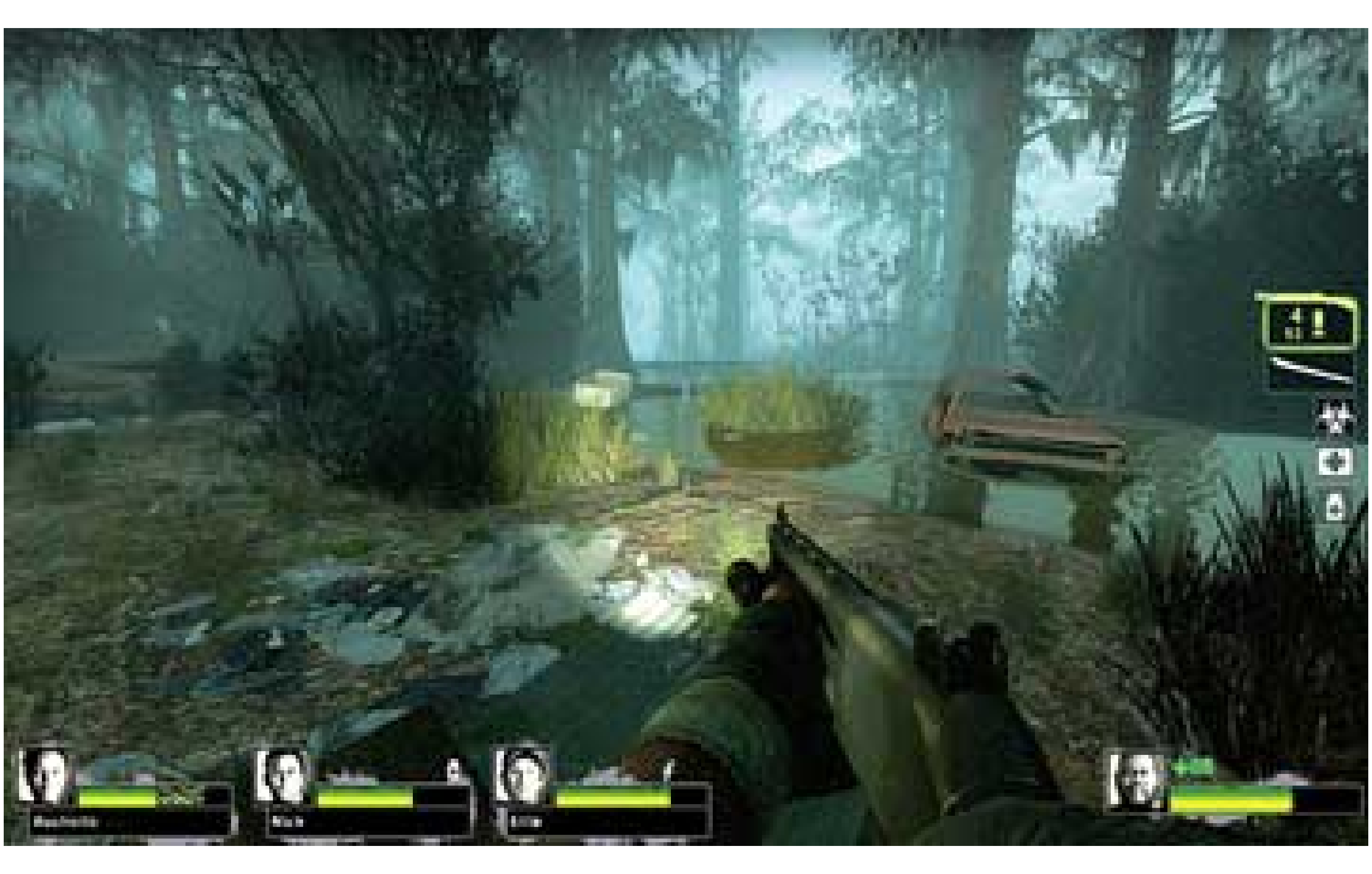
The lower platform on the water's edge delays enemies from clambering up at you, which is handy, so stay on the platform instead of dropping into the water right away. When you're ready to move, you can head to a small hut and rusting car on the right (3B), or into the water to Location 3D.

Note

There may be Fuel Cans or other explosive objects on the platform, but due to the tight fit, and lack of burning capacity if you detonate a Fuel Can in the water, don't use these right now; carry them to a drier and more open area (such as 3G) if necessary.

Rummaging around the Rusting Car

Heading right from the wooden platform brings you to a small hut, and a very rudimentary pathway of planks and corrugated metal, which allows you to tread over the water more quickly than simply wading.

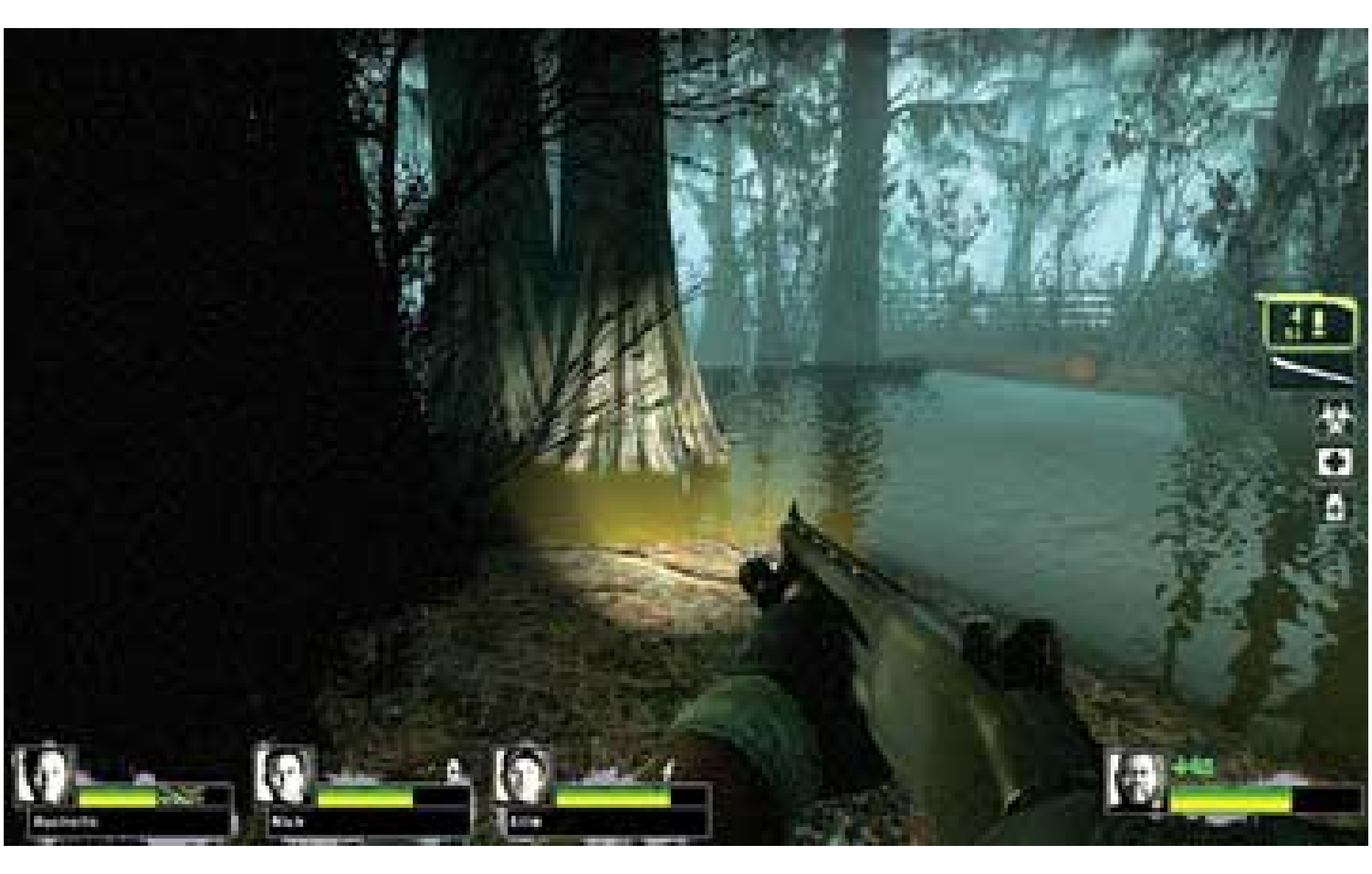


3B

The trick here is to quickly move across the planks to the sections of dry ground, so you aren't waylaid and slowed down by the topography and enemies. Use the rusting car and refrigerator as landmarks and as a meeting place for your team before you press on either to Location 3C or 3D (via more planks).

Perimeter Dash

The quickest route, but one that's easy to get lost in if you're turned around during a fight, is to continue past the rusting refrigerator, past Location 3C, across the swamp water to the wooden perimeter fence, and trek all the way down to the Safe Room (3G).

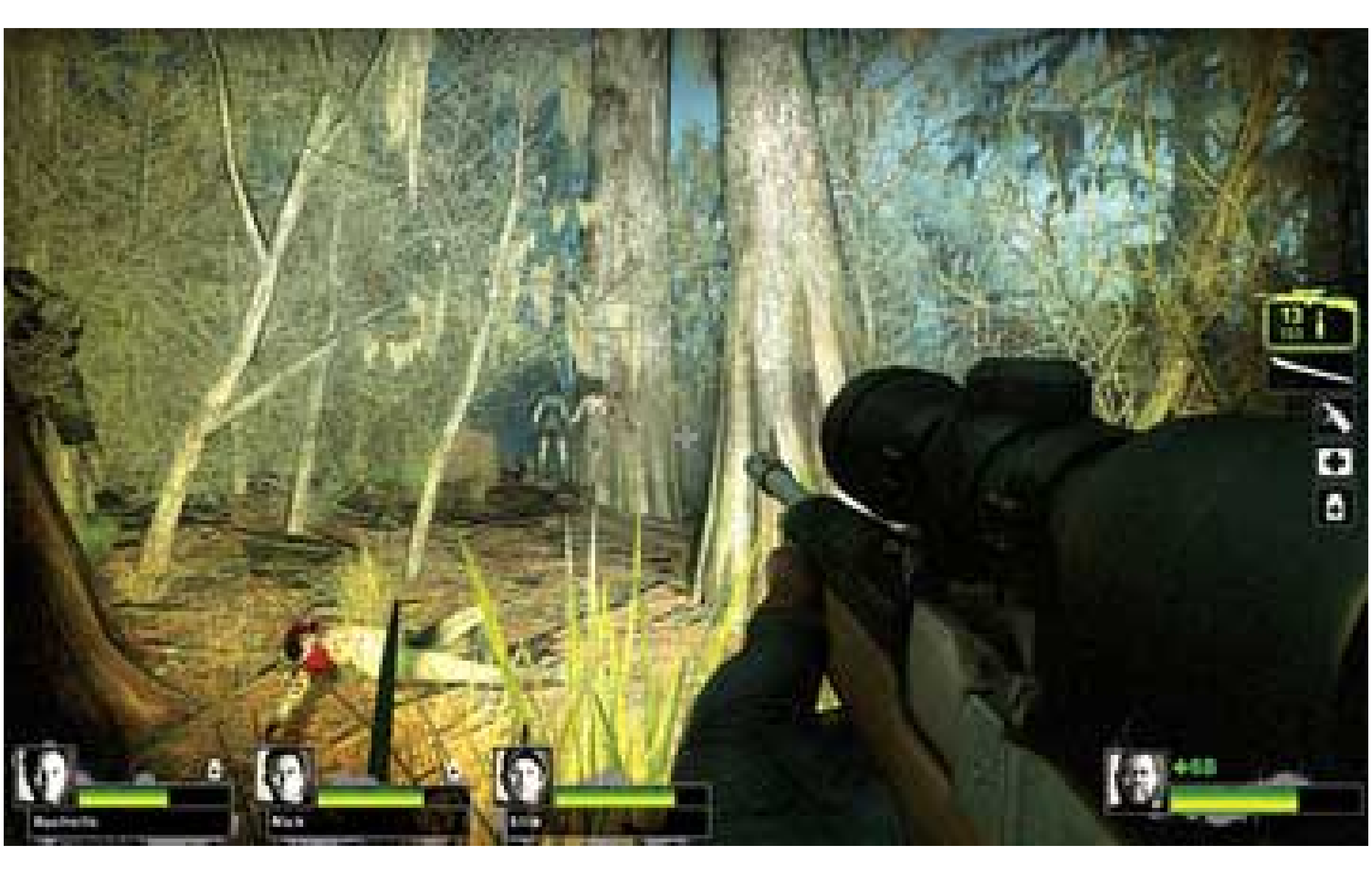


3C

If you're wishing to finish this area as fast as possible, try this often-overlooked route. The fence offers some degree of protection (although foes can climb over it) to your right. Or, you can always move around to the left of the two large trees and to the dry ground in the middle of this thicket.

Rusting Barrel

This is usually accessible if you wade into the water from the platform at Location 3A; you're looking for some trees and the continuation of the pathway marked by a rusting barrel. Find it and then continue toward the middle of the woodland (3E), or push onward around the left-side perimeter (3F).

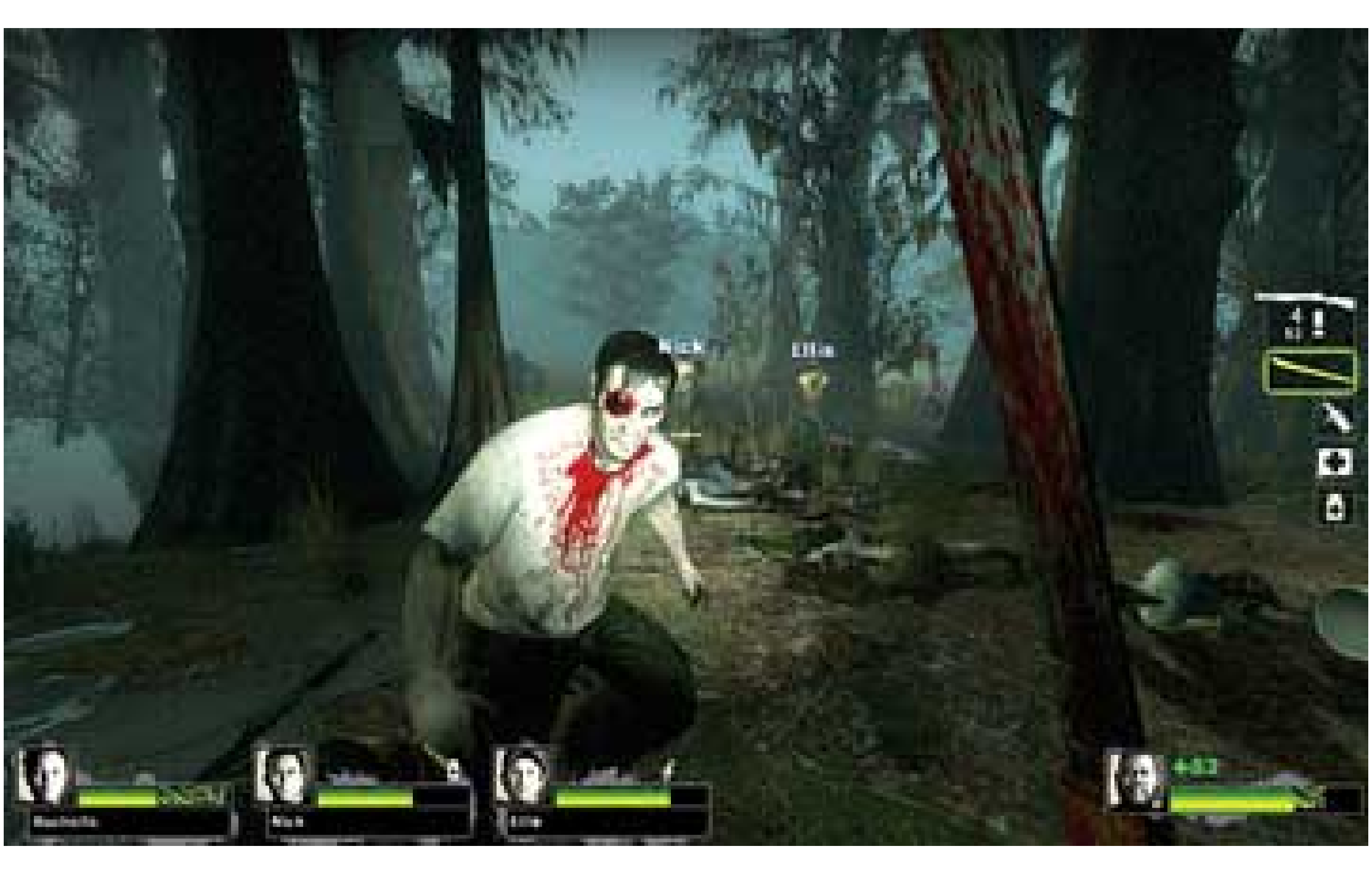


3D

The area where the barrel is located features dense branches, so attack from a more open area prior to or after reaching this rusting landmark.

Thicket Pathway

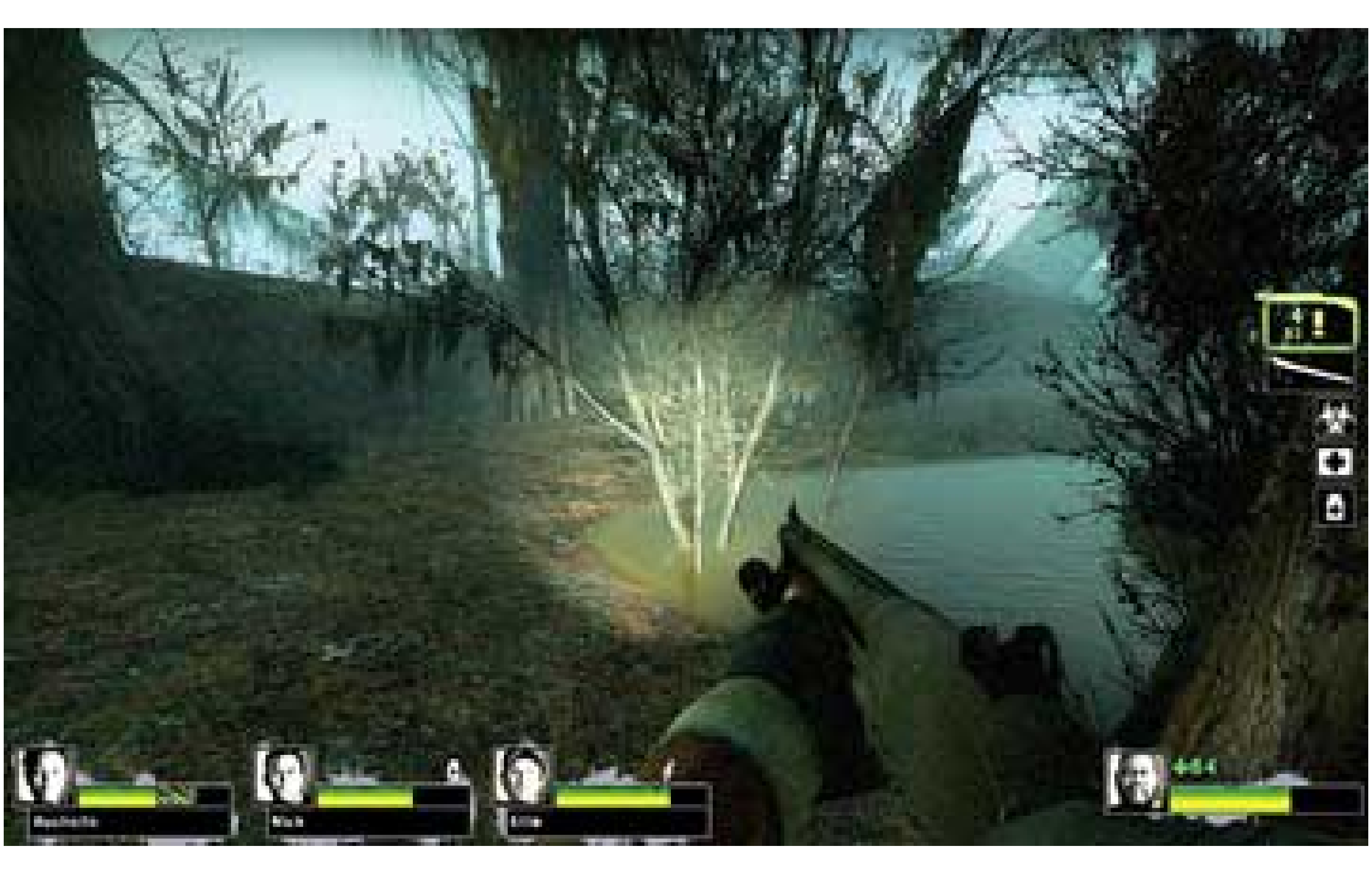
Whether you're approaching from the rusting barrel (3D), the planks (3B), or the fence perimeter (3C), there's an area of dry ground where the woods begin to thin out that allows you to spot the light of the Safe Room through the gloomy twilight.



3E

There's usually an item or two (and an Infected or eight to slay) in this main thoroughfare, which offers quick access to the grassy knoll and Location 3G.

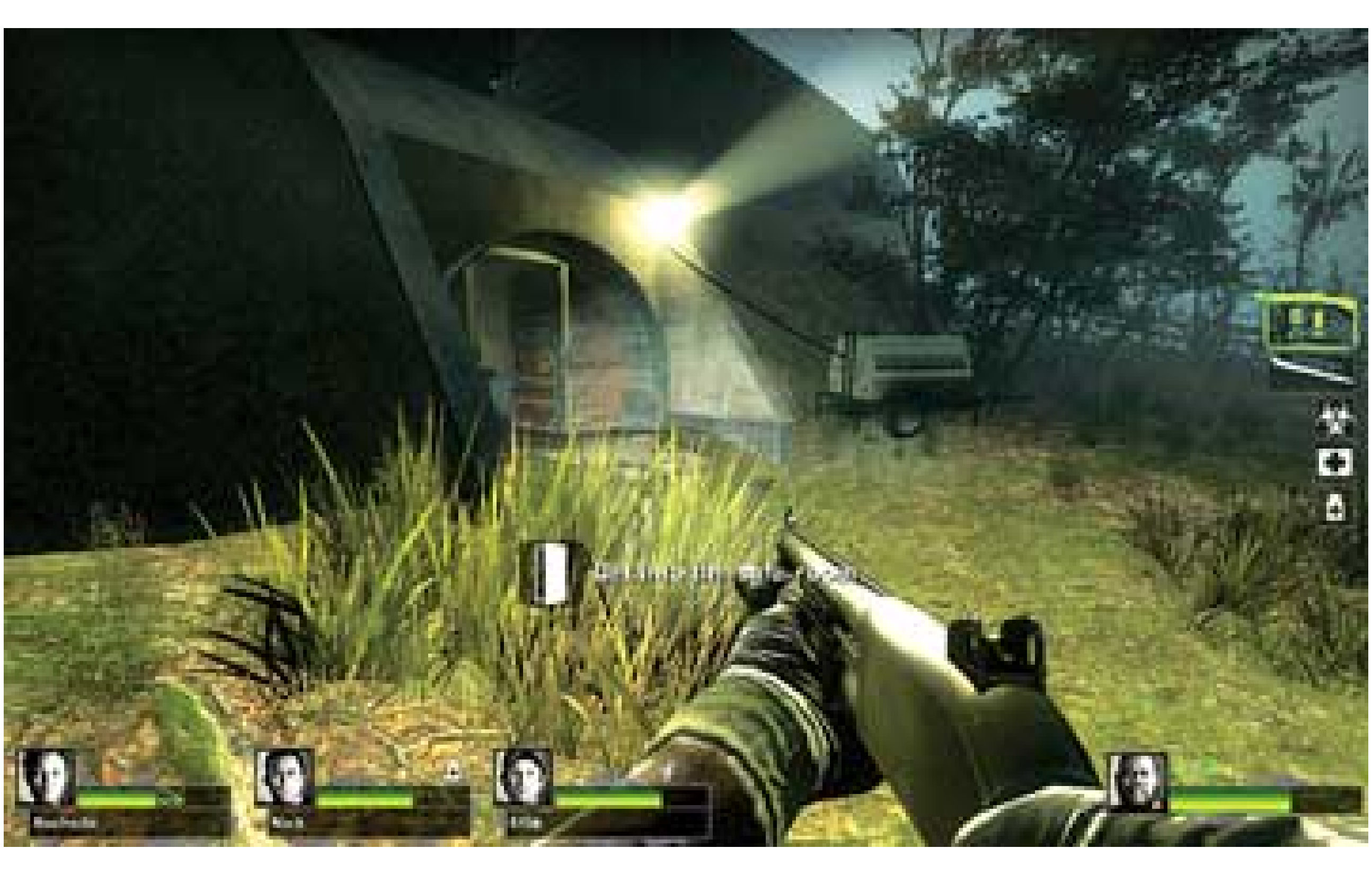
Less Soggy Perimeter Slog



3F

It's usually easier to find the path into the middle of this woodland thicket (3D), but a faster approach is to stay on the edge of the woods and scurry around the relatively dry perimeter looking for the jack knifed train carriage (just visible in the top right of this picture). As long as your entire party is following this path, you can make a quick escape.

Safe Room

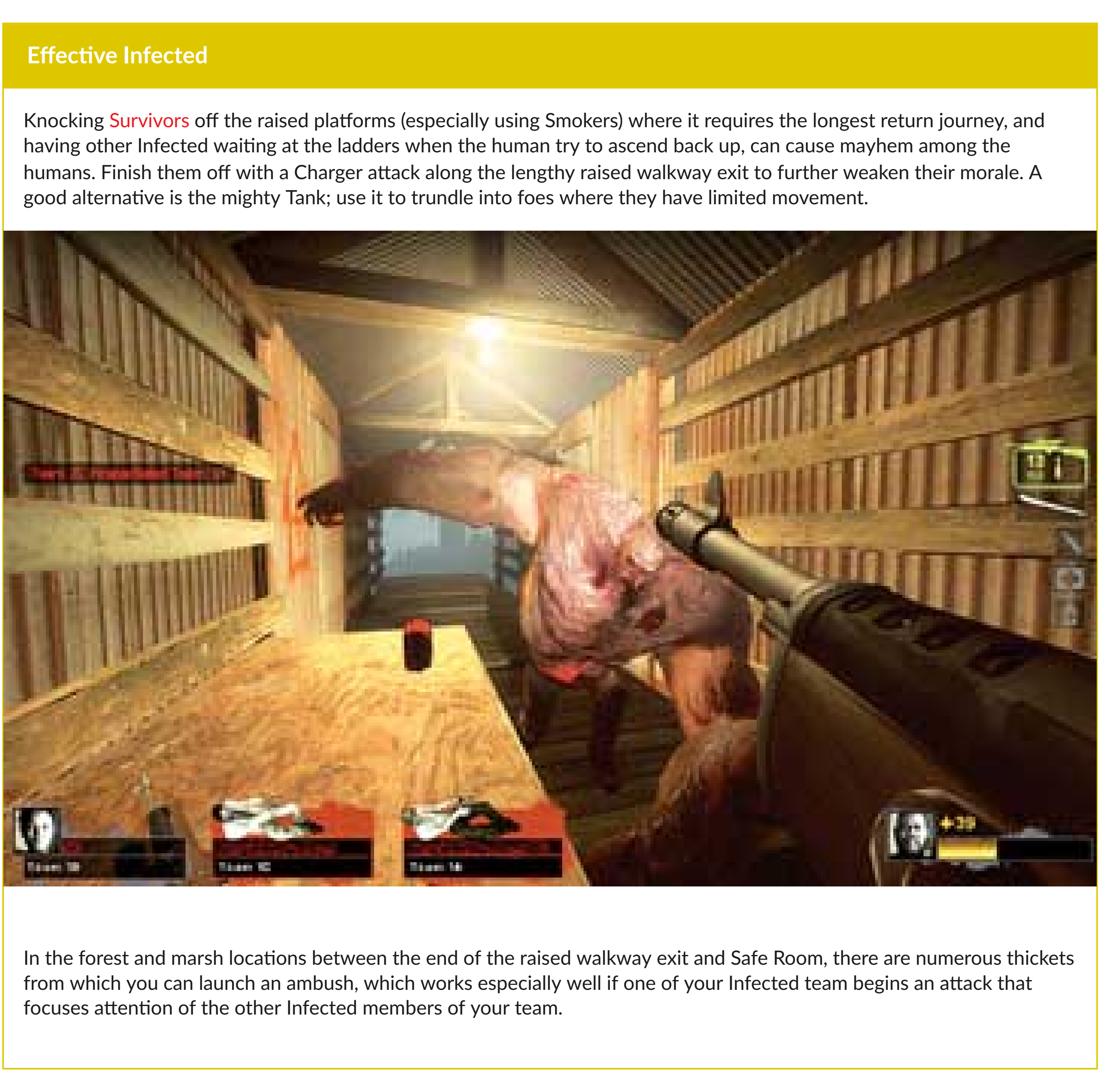


3G

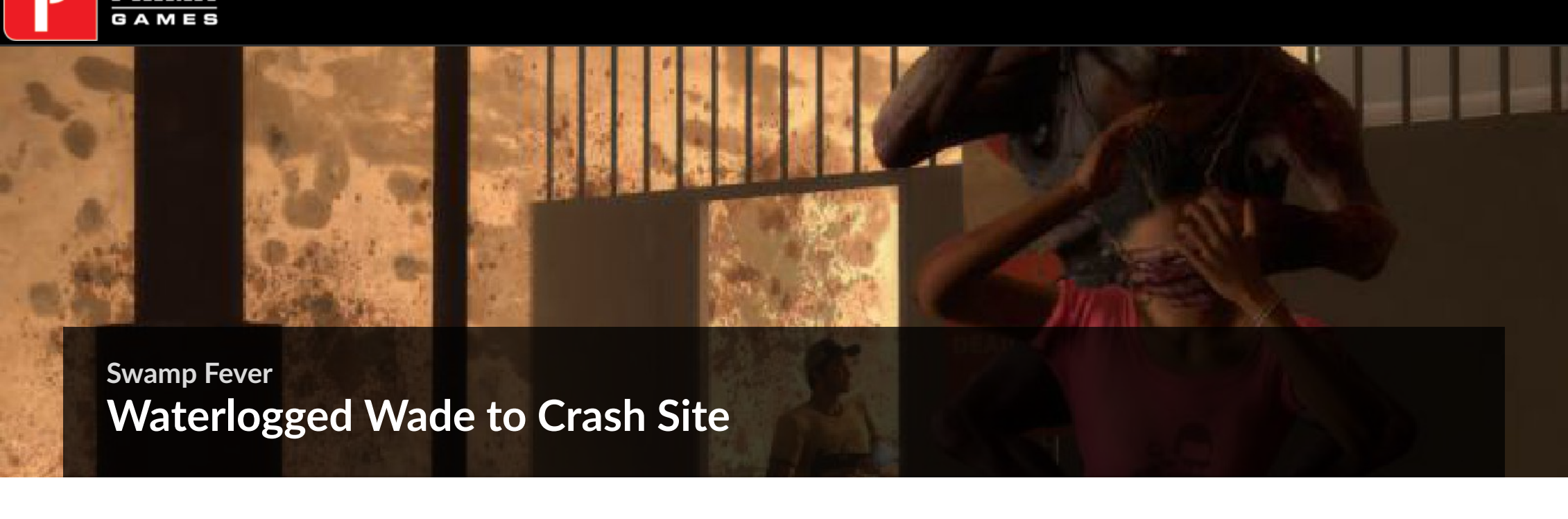
Time-to-go time! Finish your initial swamp expedition by fleeing to the Safe Room—a culvert under the railroad overpass, which is lit up by a powerful light attached to a portable generator. You can sprint into the Safe Room, then use the walls as protection. The entrance offers excellent views of the woods you treaded out of, so you can cover your team's stragglers as they race for safety.

Effective Infected

Knocking Survivors off the raised platforms (especially using Smokers) where it requires the longest return journey, and having other Infected waiting at the ladders when the human try to ascend back up, can cause mayhem among the humans. Finish them off with a Charger attack along the lengthy raised walkway exit to further weaken their morale. A good alternative is the mighty Tank; use it to trundle into foes where they have limited movement.

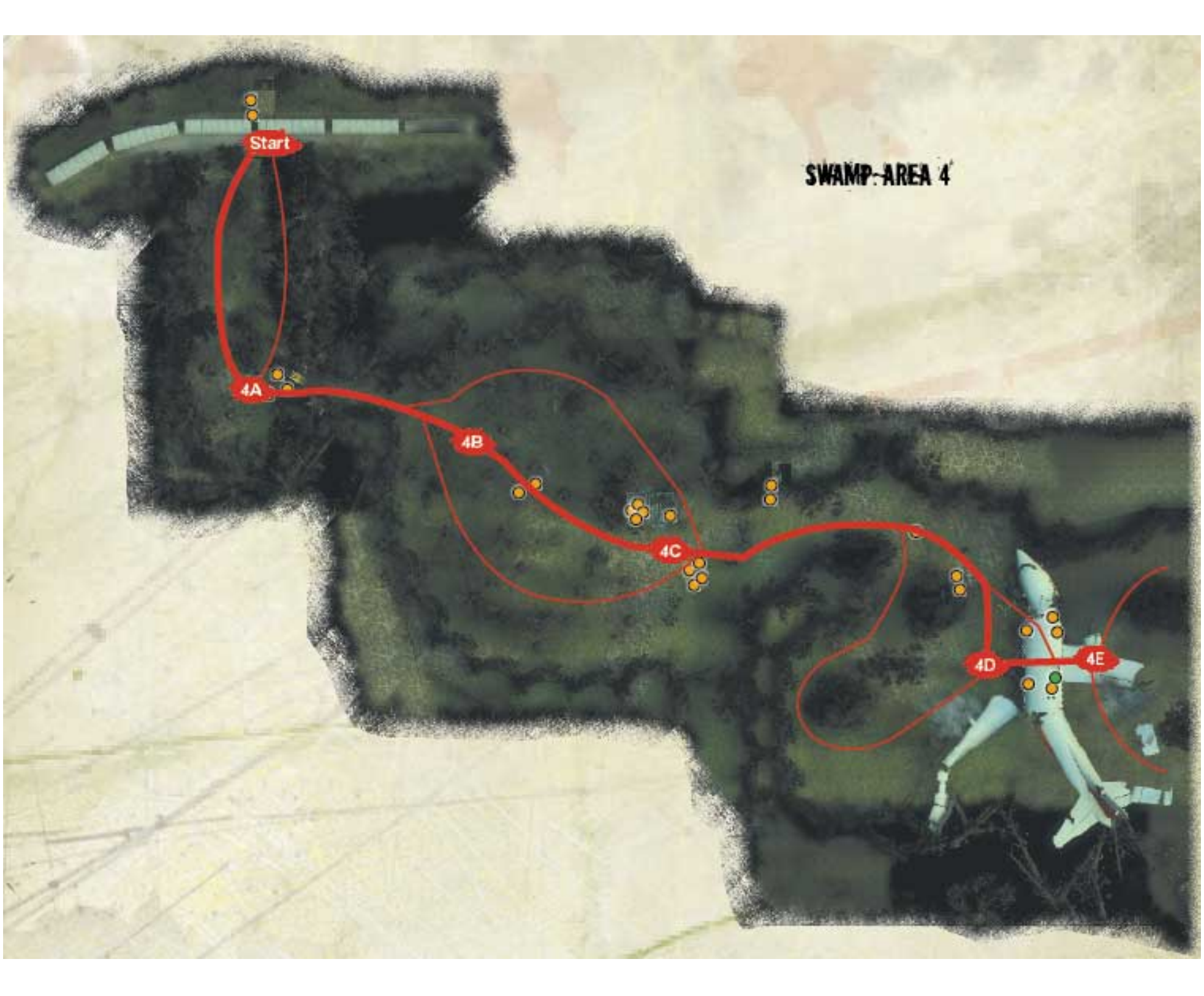


In the forest and marsh locations between the end of the raised walkway exit and Safe Room, there are numerous thickets from which you can launch an ambush, which works especially well if one of your Infected team begins an attack that focuses attention of the other Infected members of your team.



Swamp Fever

Waterlogged Wade to Crash Site



Bracing for Impact: Swamp Overview

Emerging from the Safe Room culvert, you're greeted by a sizable swamp to be navigated once its inhabitants have been culled. These include a small, disgusting wretch known as the Mudman . Battle toward a rowboat, then through the nearby gap that allows access through a hedge to a forested area of swampland.

Pass under the remains of a parachutist, a building husk, and thickets of brush until you encounter the remains of a crashed aircraft (Area 4). After a frenzied battle on the plane, press onward through more fetid waters, passing more abandoned building shells and small wharfs to a large and half-submerged shack where furious combat occurs (Area 5).

Scramble out of the swamp and follow the lighted road to the relative tranquility of a Safe Room cabin.

+ Although seemingly vast, use the guide map to plot a direct course to the plane, then the submerged hut, with minimum deviation.

+ Unless they are skeletal, buildings are an asset to your team; hide inside or on top of them to hinder an Infected onslaught.

+ The open landscape rewards a team of Survivors that constantly watch each other's backs and keep moving!

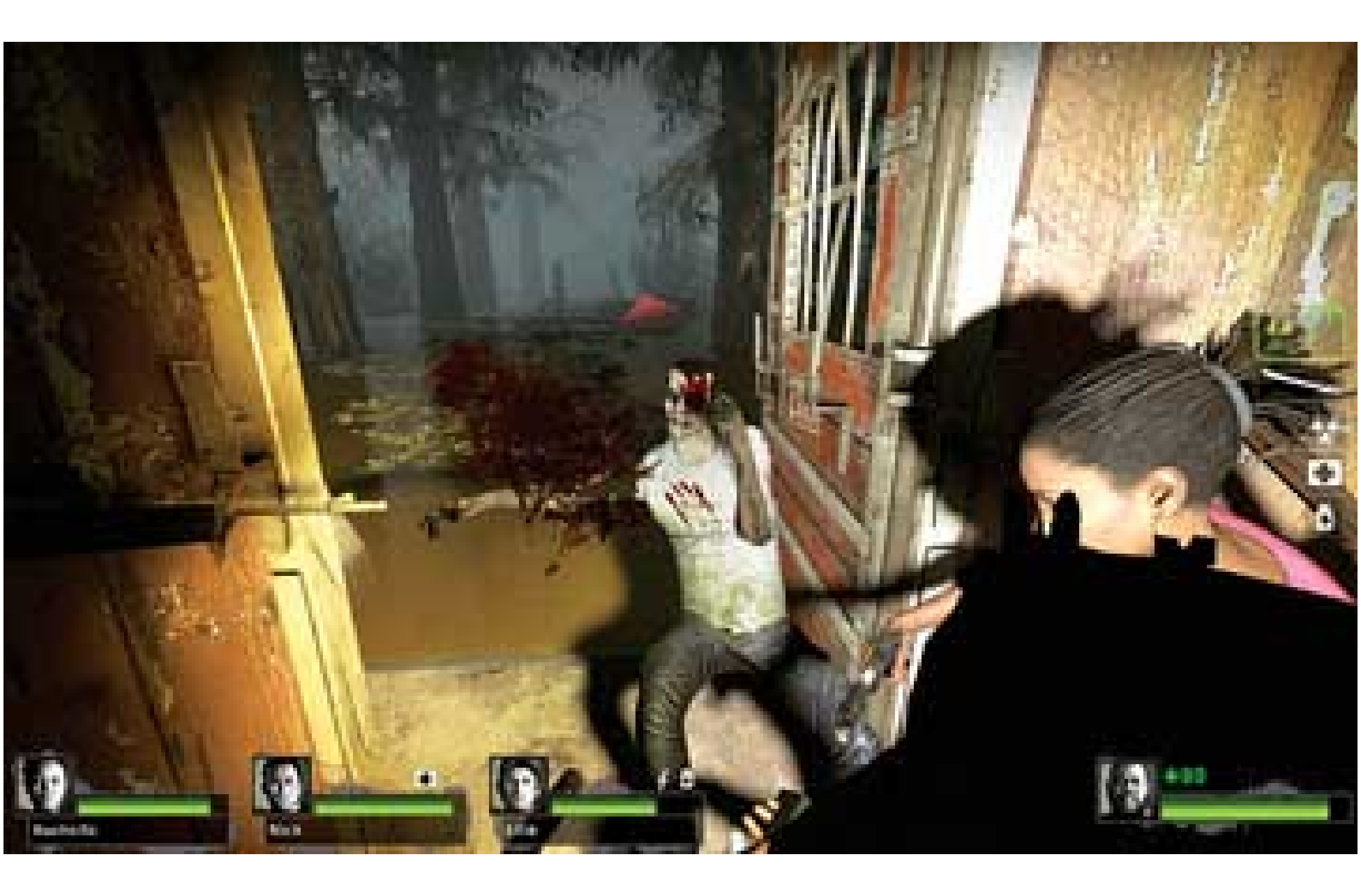
- Wandering off is even more of a problem, as the water impedes your progress. Stay close, but not on top of each other.

- The wilderness is easy to get lost in, especially as you have no compass. So use the morning haze (find where it is brightest), and head that way.

- Separating on either side of the plane is a tactical disaster, as is fighting on the wing or wading in water.

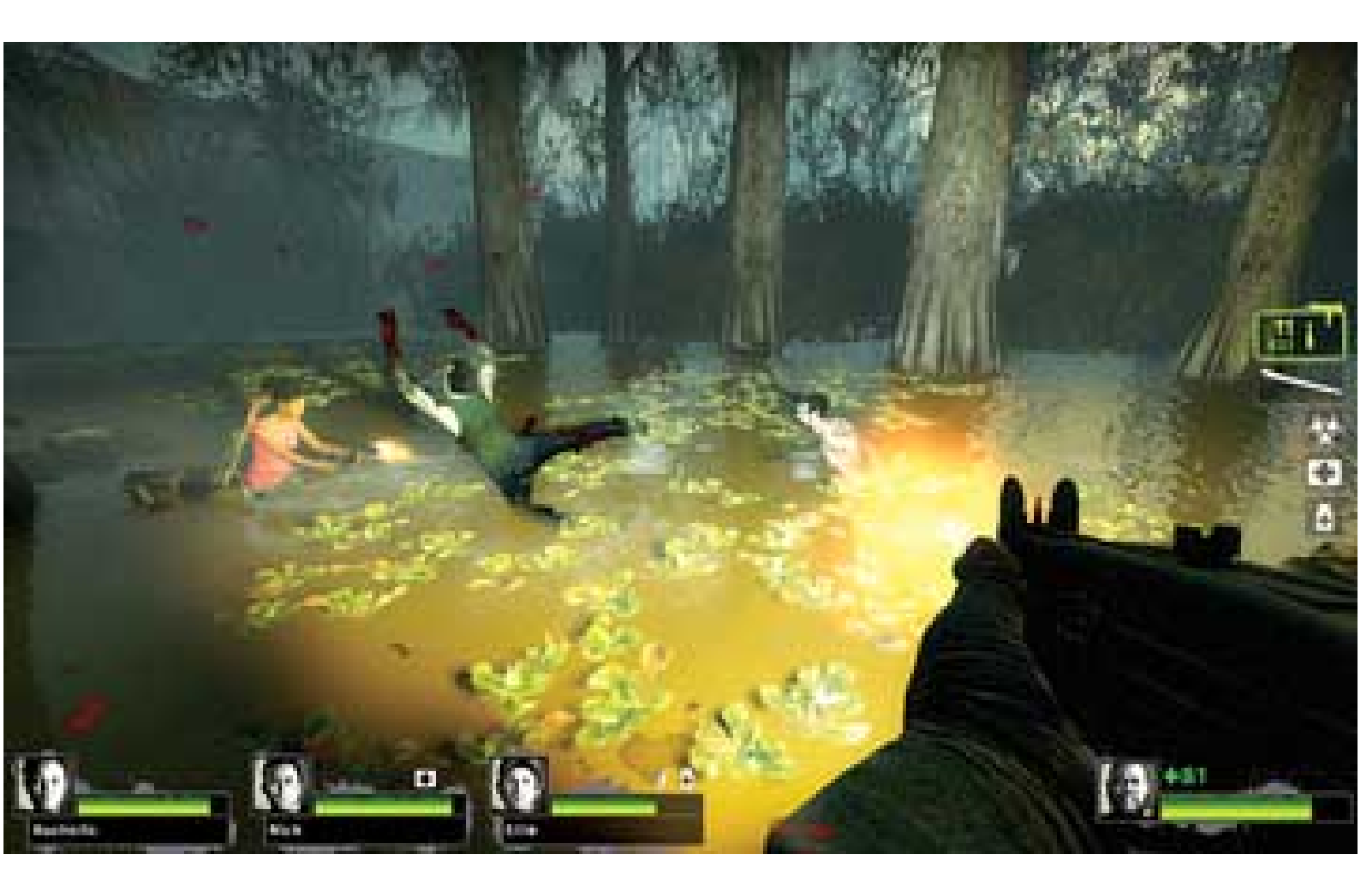
The Covered Culvert

When you've all gathered your desired equipment, unlock the door and peer out into the gloomy swamp. You'll spot various shambling forms. This exit is a reasonably advantageous area to cut down the initial waves of enemies.



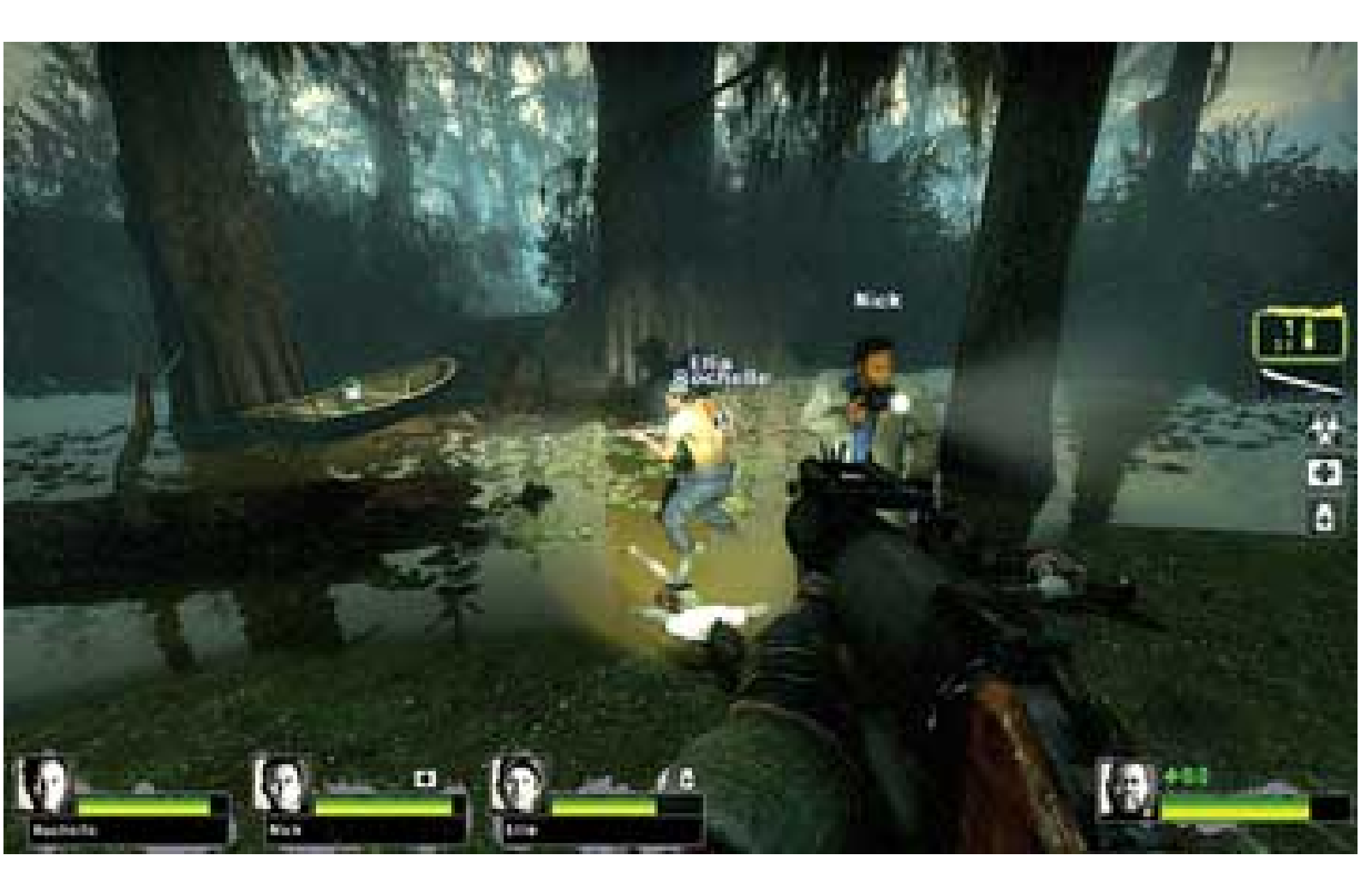
Start

Have two teammates stand at the door (picture 1), while two more exit and move to the dry ground on the right. You can effectively mow down any foes you see before slowly edging forward (picture 2) toward Location 4A.



Rowboat and Lantern

Although you can spend time wading through the swamp water, it's a safer bet to skirt the muddy mire and remain on the dry ground to the right. Blast through enemies (picture 1) while heading forward into the gloom until you spot a small, moored boat with a lantern on it, near a fallen tree trunk.



4A

You can stay dry and hop across the trunk onto the boat and then up through the gap in the hedgerow. Make a quick dash toward Location 4B, pausing only to grab anything that may be resting on the boat.

Tip

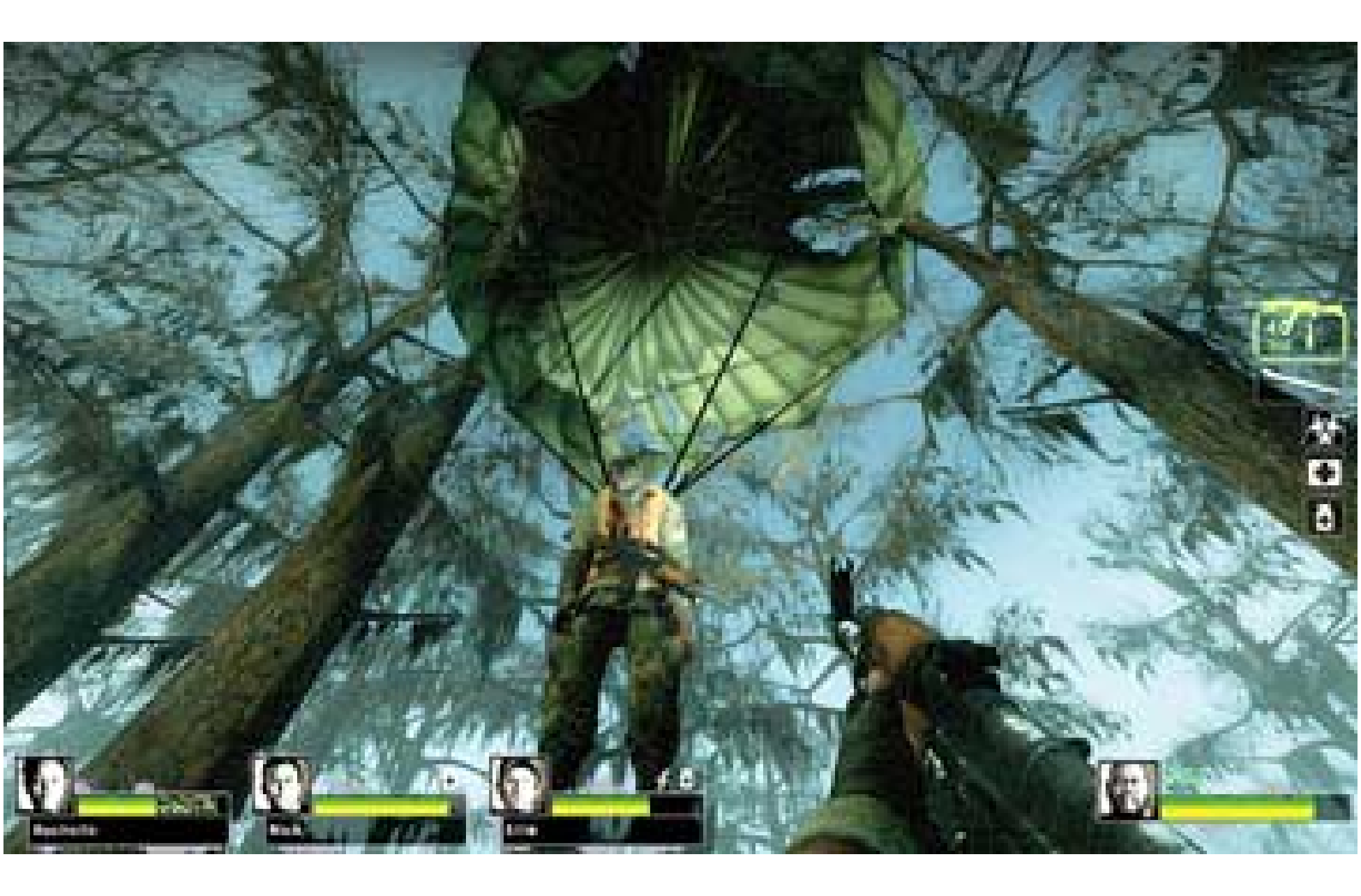
Prevent yourselves from bunching up too much by having two teammates trek through the water while the others prowl the dry area. Each teammate should be constantly checking their surroundings and yelling precise locations of incoming foes.

The Doomed Parachutist

4B

Dash through the hedge gap and then fan out (but remain ideally on dry ground). Watch for Special Infected attacks (such as Smokers lashing and grabbing you back into the undergrowth).

Head forward through the middle of this copse of trees, toward the gloomy sunrise in the distance. Follow the dry path between the two sections of water, toward the remains of a parachutist still dangling after his doomed fall on a tree above you (picture 2).



Search his corpse for some (usually) handy items. Check the guide map for two other possible routes: around the left or right perimeter, both of which offer a less direct path to Location 4C.

Tip

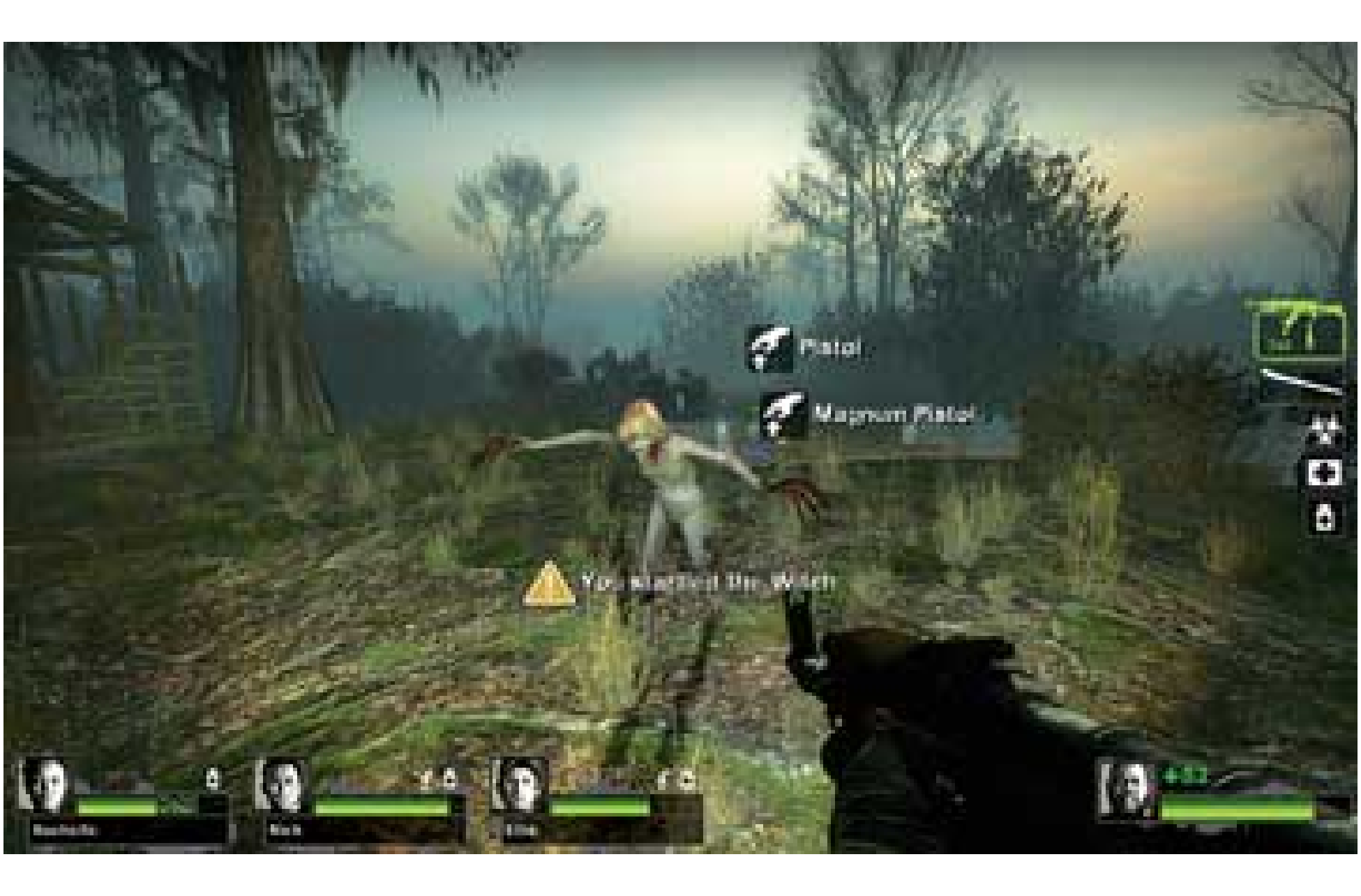
In need of a weapon? There's almost always a weapon of worth on the dead parachutist.

Uncommon Infected: Mudman

It is usually at this point, and throughout this and the third stage, that you'll encounter the Uncommon Infected known as the Mudman. Both a threat and an annoyance, this subhuman scum is a hunched homunculus that scampers at you, throws mud to obscure your vision, and then savages you with fetid claws. In this example, an SMG has made short work of this short critter. Beware of problems seeing when you encounter Mudmen; drop them at range.

Gloomy Sunrise

The swamp dissipates slightly and the trees thin out as you reach Location 4C. You'll find the ruins of a cabin and a small jetty with a variety of items on it. Some of the jetty items (such as Propane Tanks) can be carried and thrown, or used during combat when you reach the downed aircraft.



4C

If progress has been going well, expect a Special Infected (such as the Witch shown) to hinder your team between this point and 4D.

Plane Approach

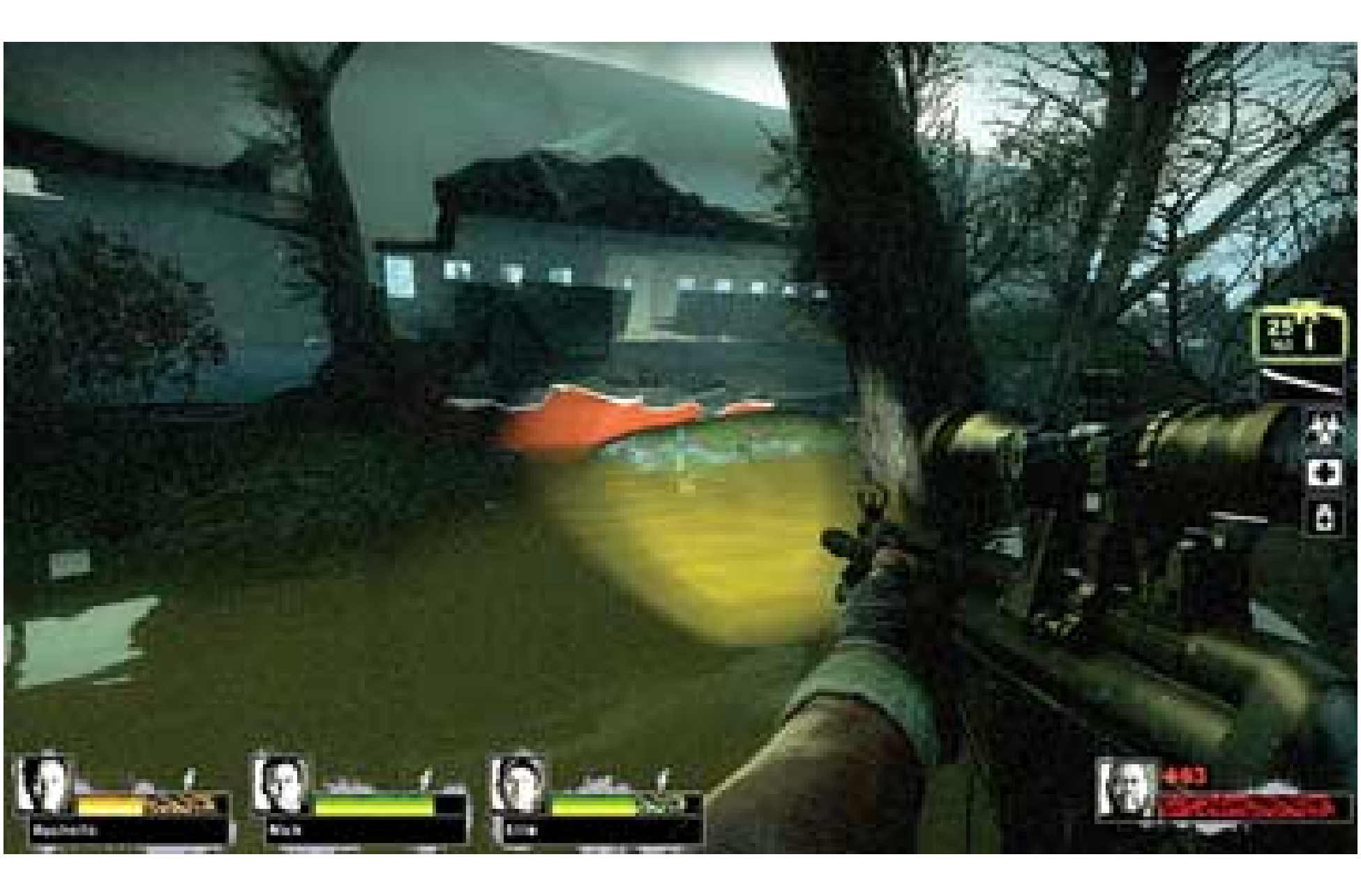
There are three possible pathways to Location 4D, but all involve maneuvering through both dirt ground and swamp water. Expect some Special Infected to impede your progress, so keep your teammates close and actively watching for ambushes.

4D

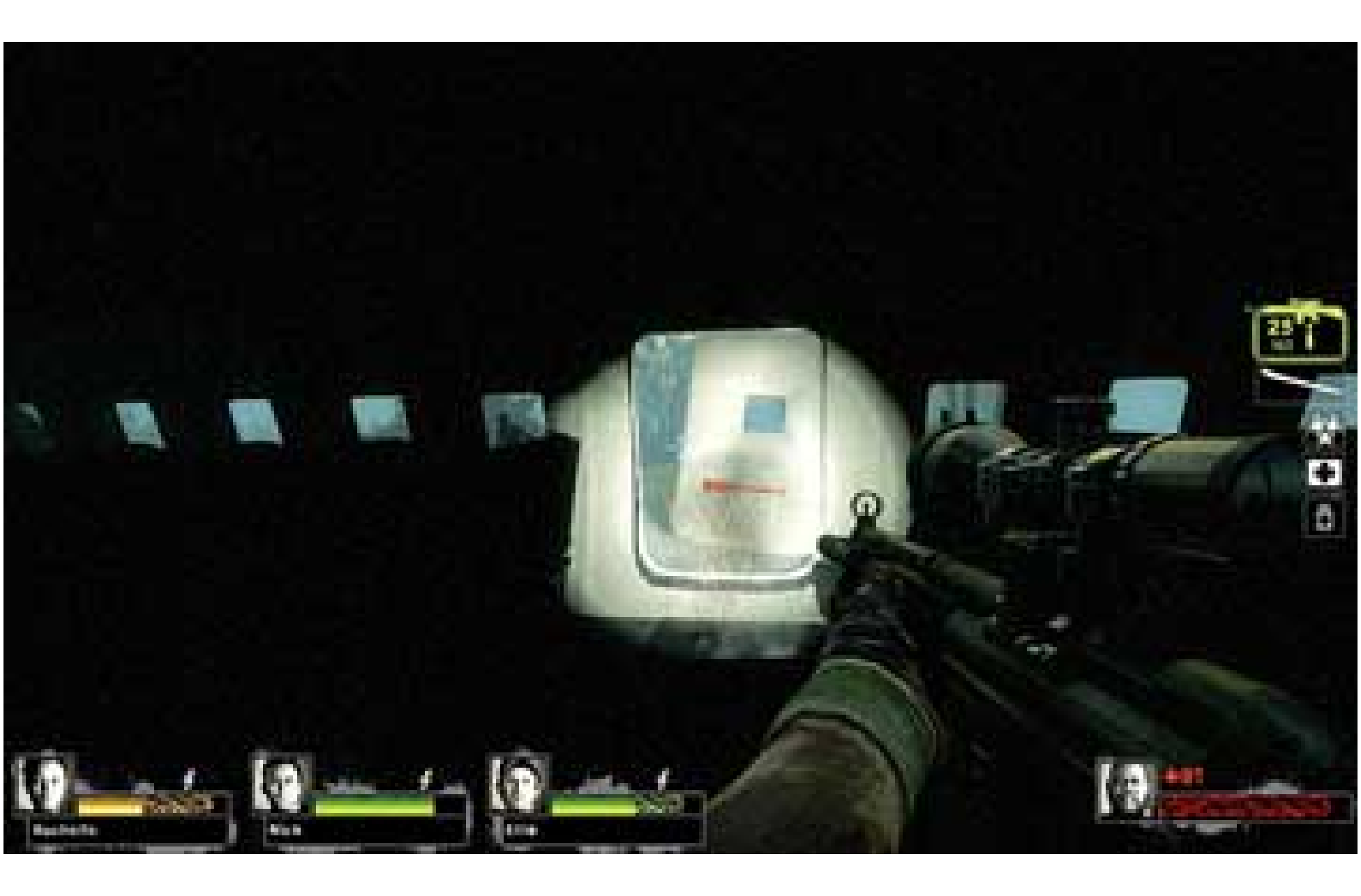
Follow the scattered plane wreckage, seats, suitcases, and other debris as you draw near to a large passenger plane that has crashed into the swamps. Before you storm the plane and unleash a Horde, pick off any Infected swaying in the swamp. Then approach the fuselage.

On a Wing and a Prayer

The plane fuselage has been broken into three separate pieces, and you can board the plane's interior from any direction—near the cockpit, tail, or (picture 1) through the gap where the left wing ripped away.



The only way onward into the swamp is to open the hatch inside the plane, but the tremendous "clunk" the hatch makes as it opens (picture 2) attracts the Horde. Therefore, you have to plan for survival accordingly.



Although the hatch opens, allowing you access onto the plane's intact wing, this isn't the most tactically advantageous position to be in (picture 1).

4E

You're almost instantly swarmed by Infected from all sides as they clamber up onto the wing and climb the fuselage to surround you, and you'll take damage attempting to fend them off.

Even worse, it is difficult (almost impossible in fact) to backtrack to the initial entrance of the plane (Location 4D). Either back up through the hatchway, or maneuver over the tail section.

As your team's safety is likely to be compromised, have one teammate open the hatch and wait at the doorway with a melee weapon to tear apart anything trying to squeeze into the plane from the wing; this is an excellent tactic. The rest of the team can retreat back to Location 4D, ideally onto dry land.

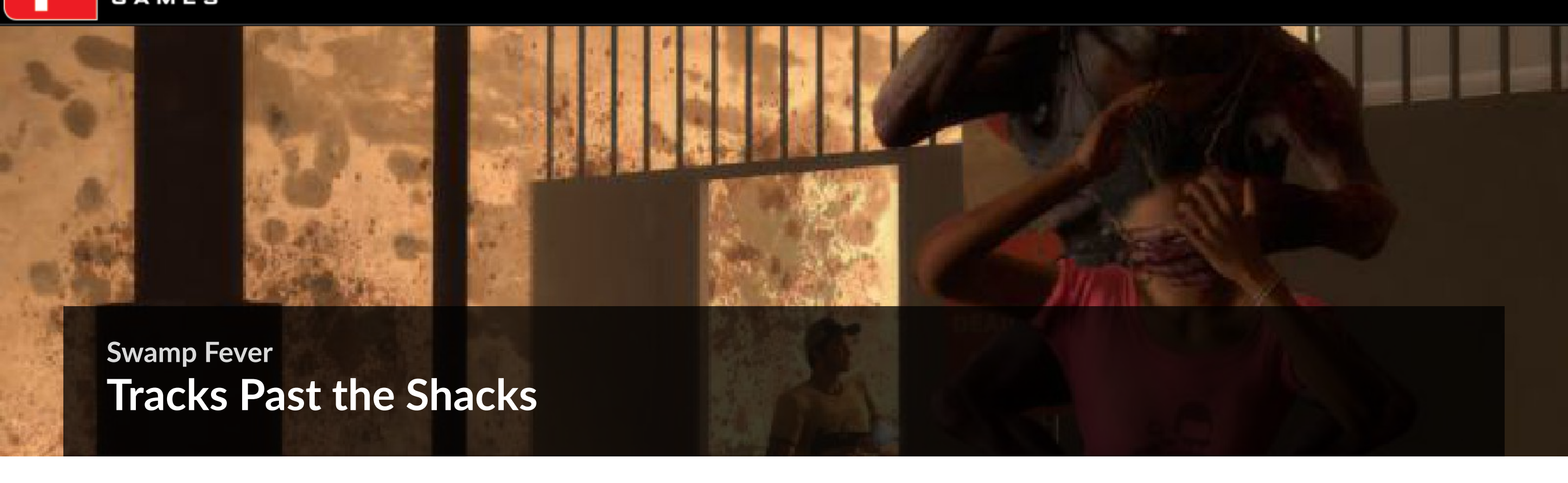
Then spread out, training your weapons on the Infected that leap over the plane's structure. As the Infected have ground to cover, they are easily culled before they reach you. Careful aiming and constant checking on your teammates helps fend off any Special Infected.

If you must lark about in the water, inject yourself with Adrenaline so you can move through the murk at speed. Continue the battle until everything non-human is bubbling its last breath in the swamp waters.

Effective Infected

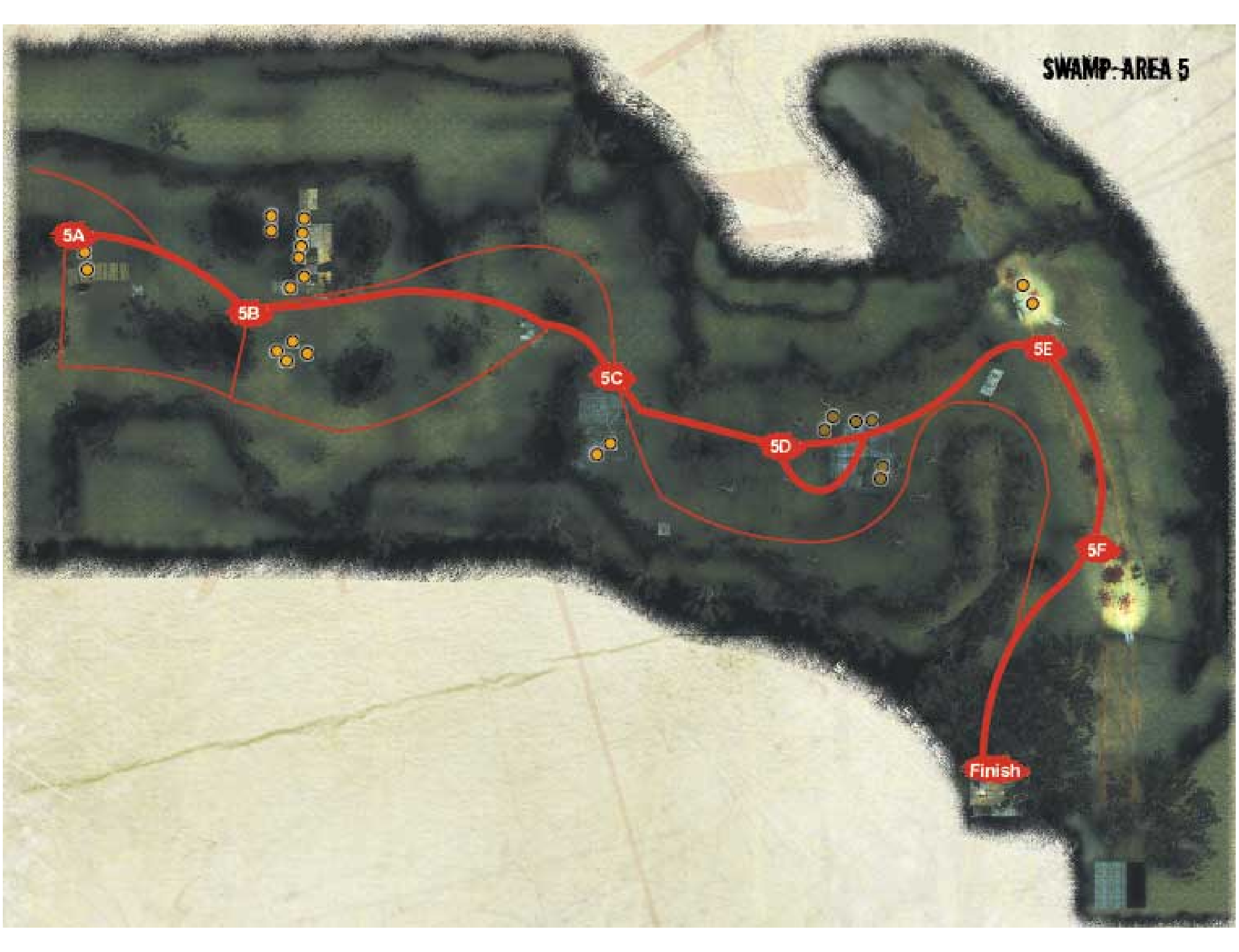
The antics that have annoyed the Survivors to this point are just as useful here: Stay hidden and drag or pummel enemies close to the thickets of brush and undergrowth (picture 1), attack foes so they have to fight in the water (picture 2), and make a concerted effort to attack Survivors together when the Horde is unleashed at the downed aircraft (also picture 2).

As you've used this tactic before, splitting up the Survivors is the main plan to try, which is easy if the lead Survivors move onto the plane's wing. Grab the first foe, attacking from the water below or the roof of the plane's fuselage, but have other Special Infected preoccupy other team members in the area prior to the hatchway, to further reduce their chances of a rescue.



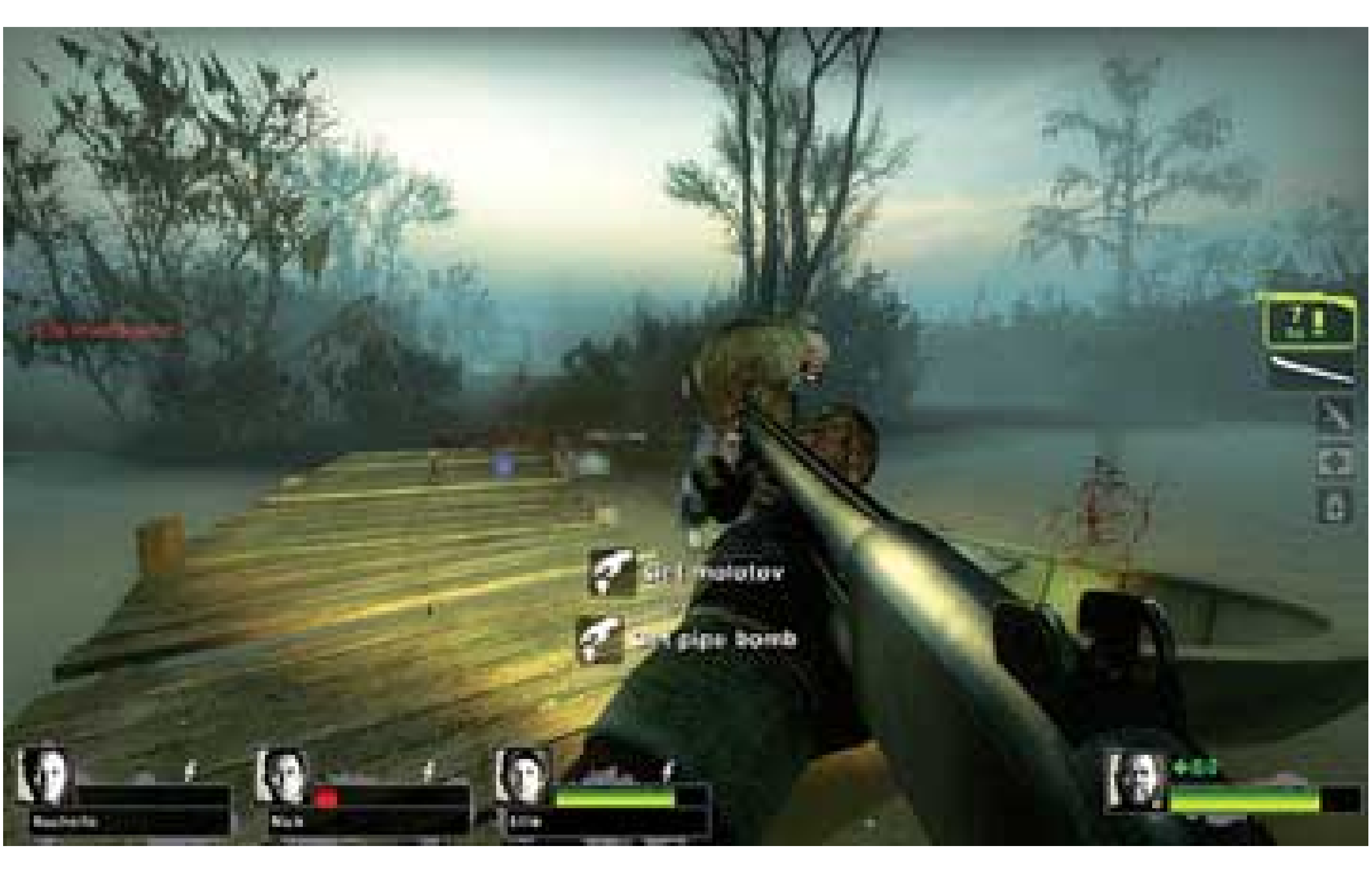
Swamp Fever

Tracks Past the Shacks



Rickety Wharf

Drop down from the plane's wing (Location 4E) and move with purpose to the small, rickety wharf farther into this swamp of terror. Between this point and Location 5C, there's no need to trek through any more water, so stay on the scrubland and navigate past the bush thickets, which offer constant ambush opportunities for Infected, both Common and otherwise.

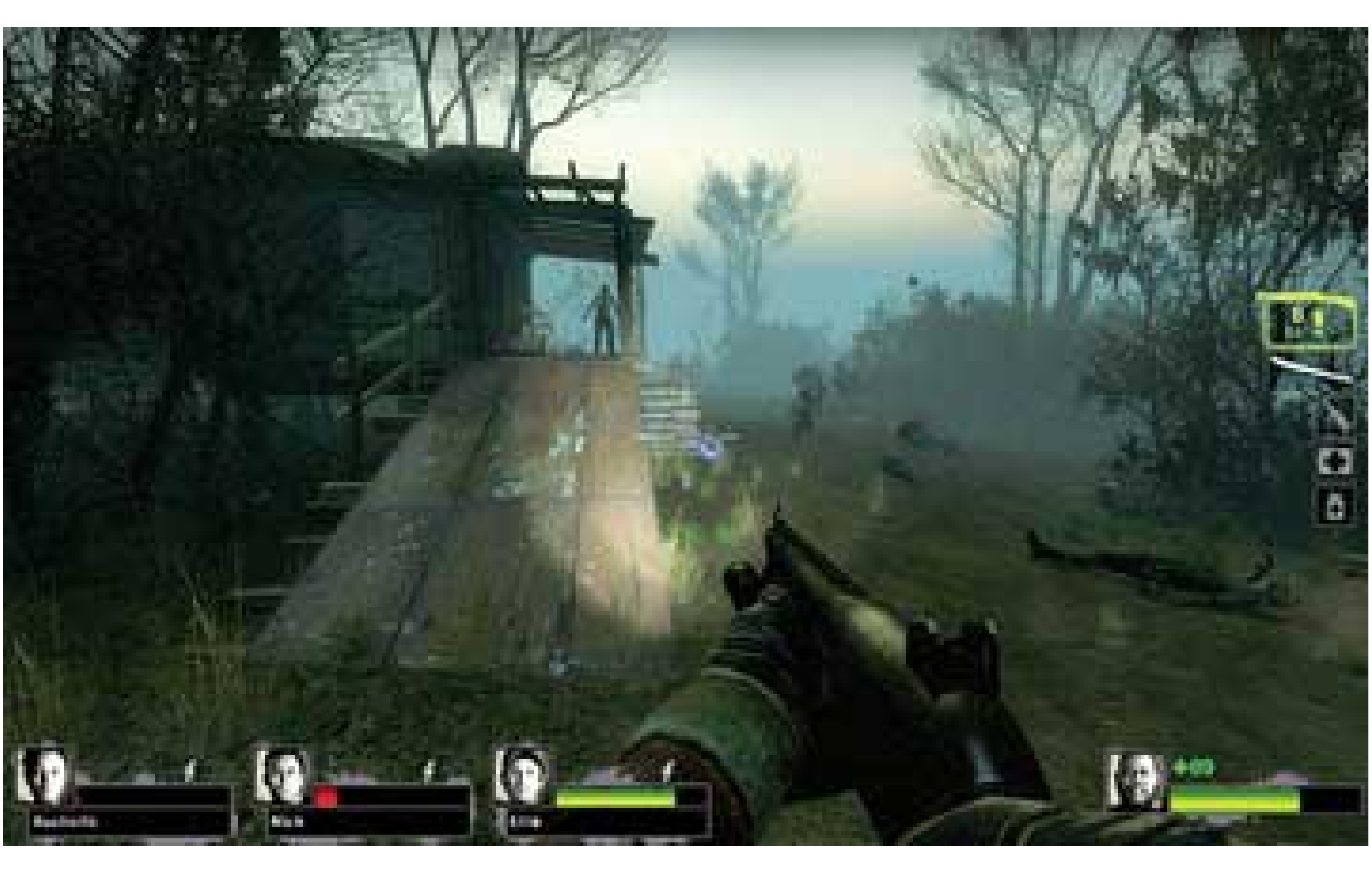


5A

Stay in relatively close proximity with your teammates, perhaps blanketing the route ahead with a Molotov (if Infected are numerous). Don't stop moving, though; you're easy targets while out in the open.

Woodsman's Shack

Farther along the scrubland is a wooden ramp up into a small woodsman's shack with a pile of logs in front. Not only is this a reasonably safe location, but also it's easily defendable (as Infected only attack from the front of the shack).

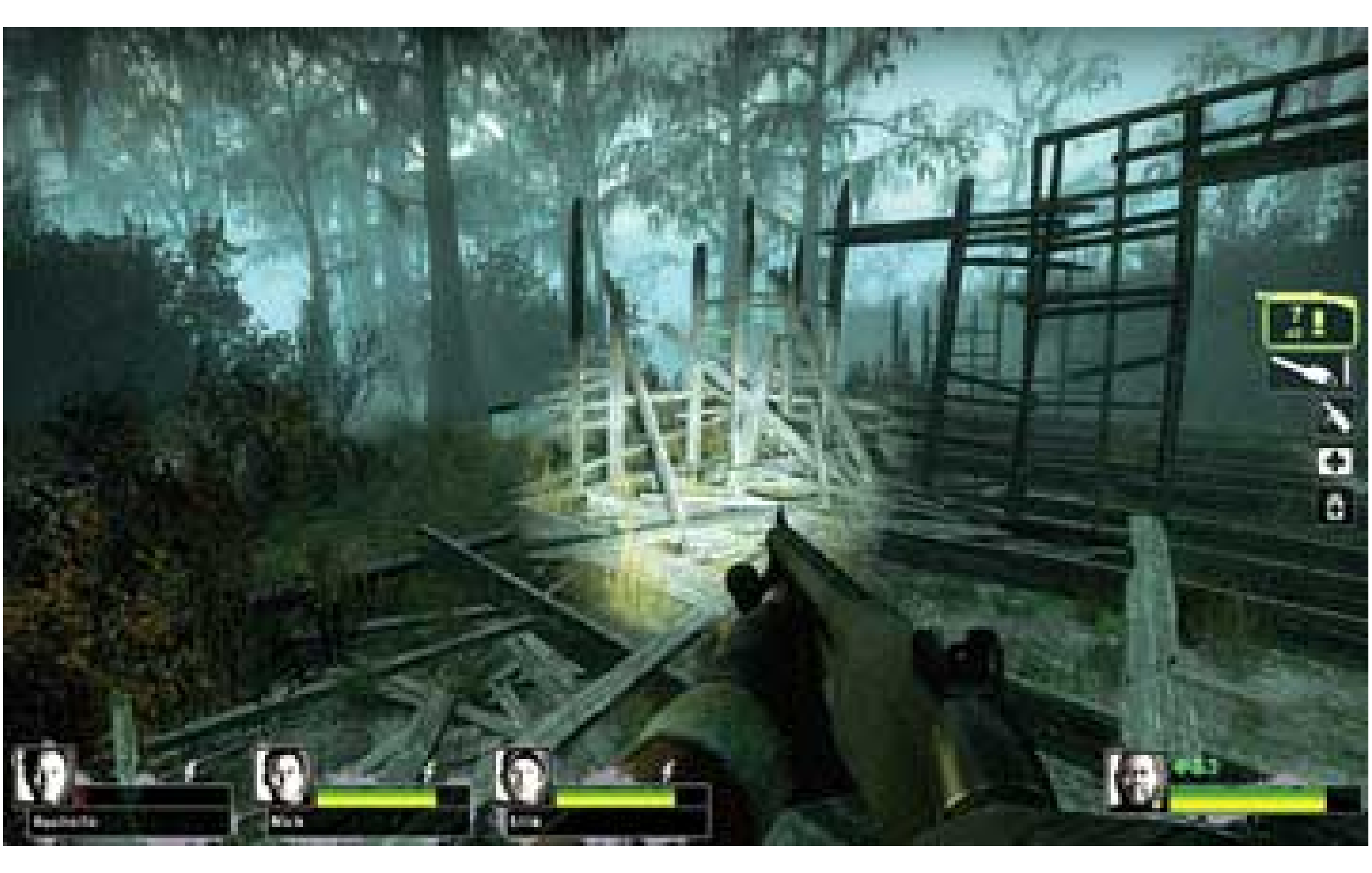


5B

Place a guard or two while your other teammates check the interior for supplies. Heal up here, and perhaps swap out weaponry if you feel the need to change.

Skeletal Shack

Push on from the woodsman's shack and look for a couple of minor landmarks to aid in your directions. You'll pass a small campfire ringed with river stones and some scattered items outside of the shack.

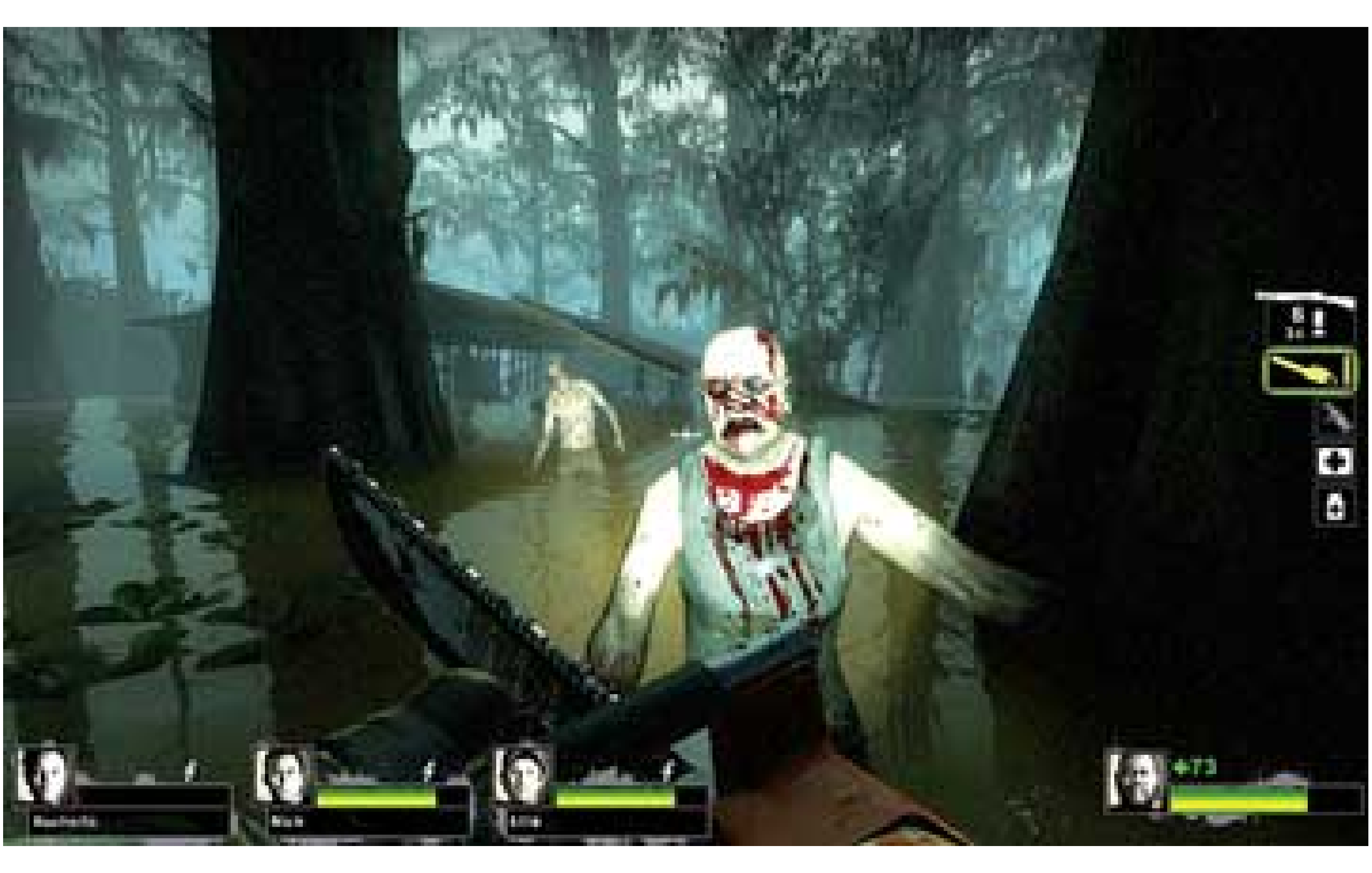


5C

The scrubland rises slightly to a buttress bank, beyond which is a small, waterlogged peninsula with a rusting bathtub, refrigerator, and rotting sofa. Continue culling the Infected as you round the corner and head into or around the skeletal remains of a shack. Check the area for more items.

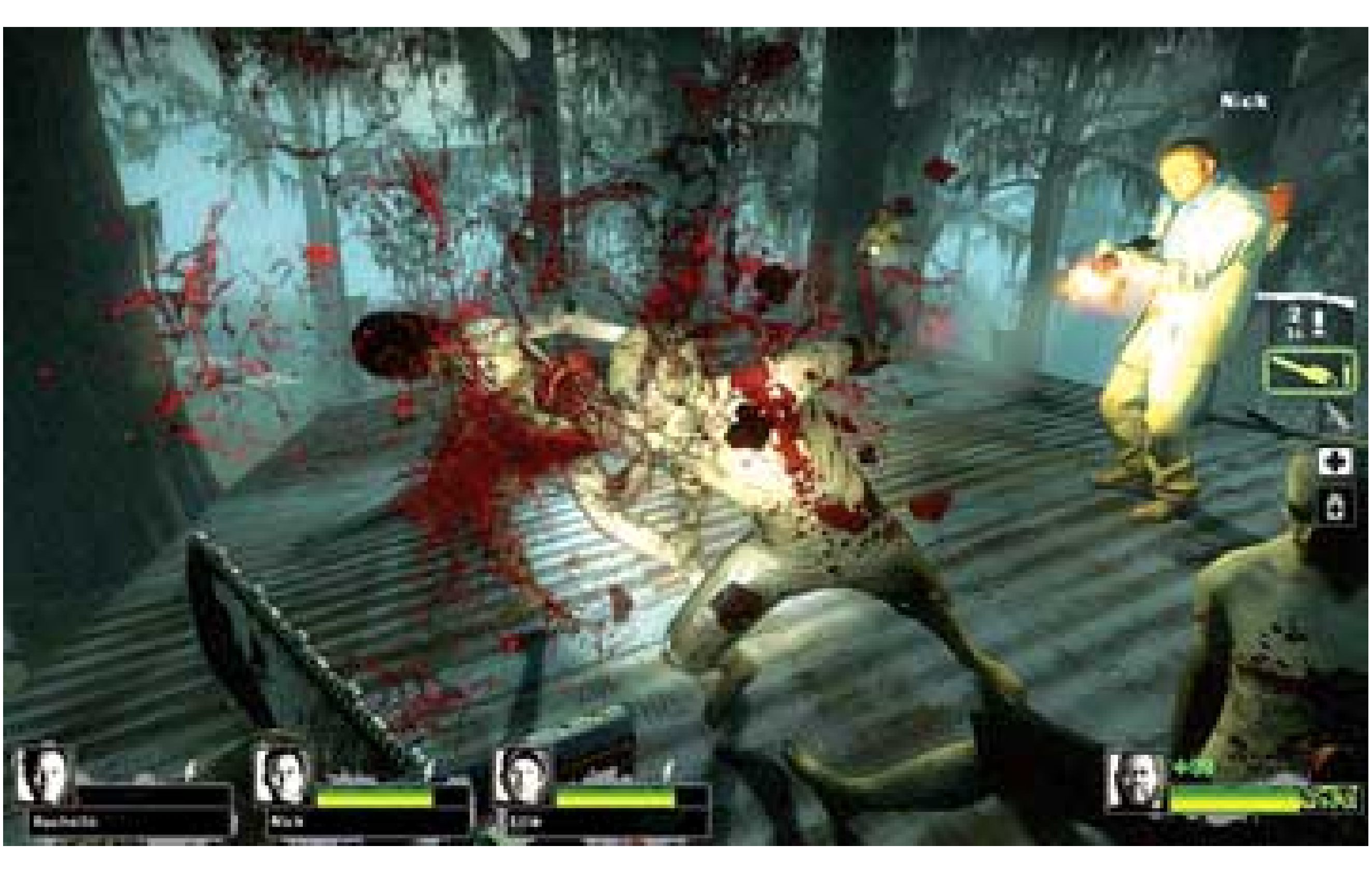
Half-Submerged Shack

Peer into the forested swamp by the outhouse near the skeletal shack, and you'll see a large but waterlogged wooden structure in the distance. This is an Infected stronghold, a tactical location you must attempt to gain control of. This is achieved by careful planning and excellent footwork.



5D

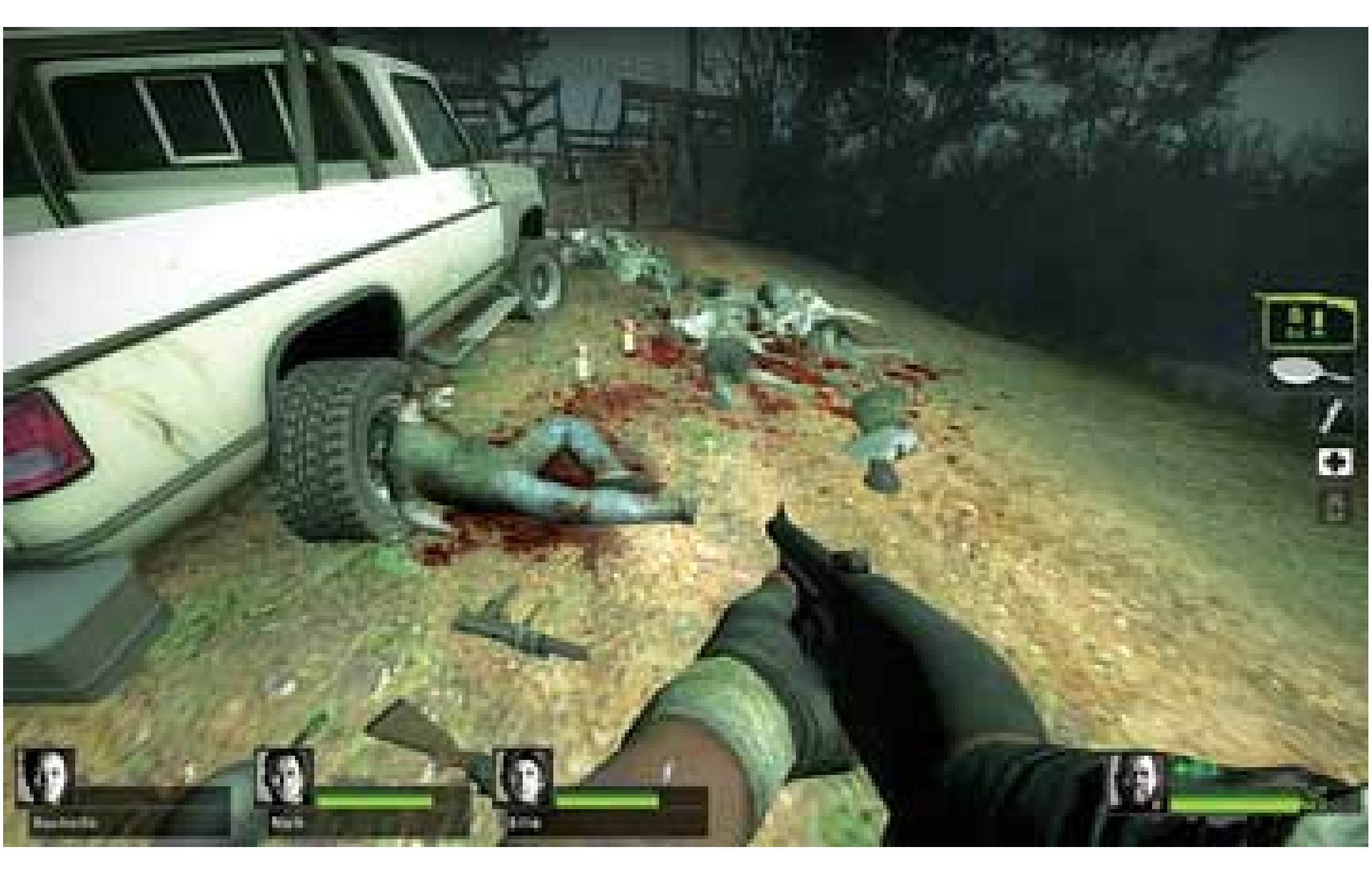
To begin with, stay on the dry bank, deal with any Special Infected you can see, and pop the heads of any foes lurking in your field of vision ahead of you. Then sprint into the murky water (ideally using Adrenaline so the water doesn't slow you down), and bring your most entertaining weapon to a pitched battle with any remaining Infected forces (picture 1).



Instead of heading into the sinking building, move onto the grassy mound and then to the roof (picture 2), unless you're desperate for the equipment in the building itself. The roof is the perfect location for dealing with any charging foes that attempt to swarm you.

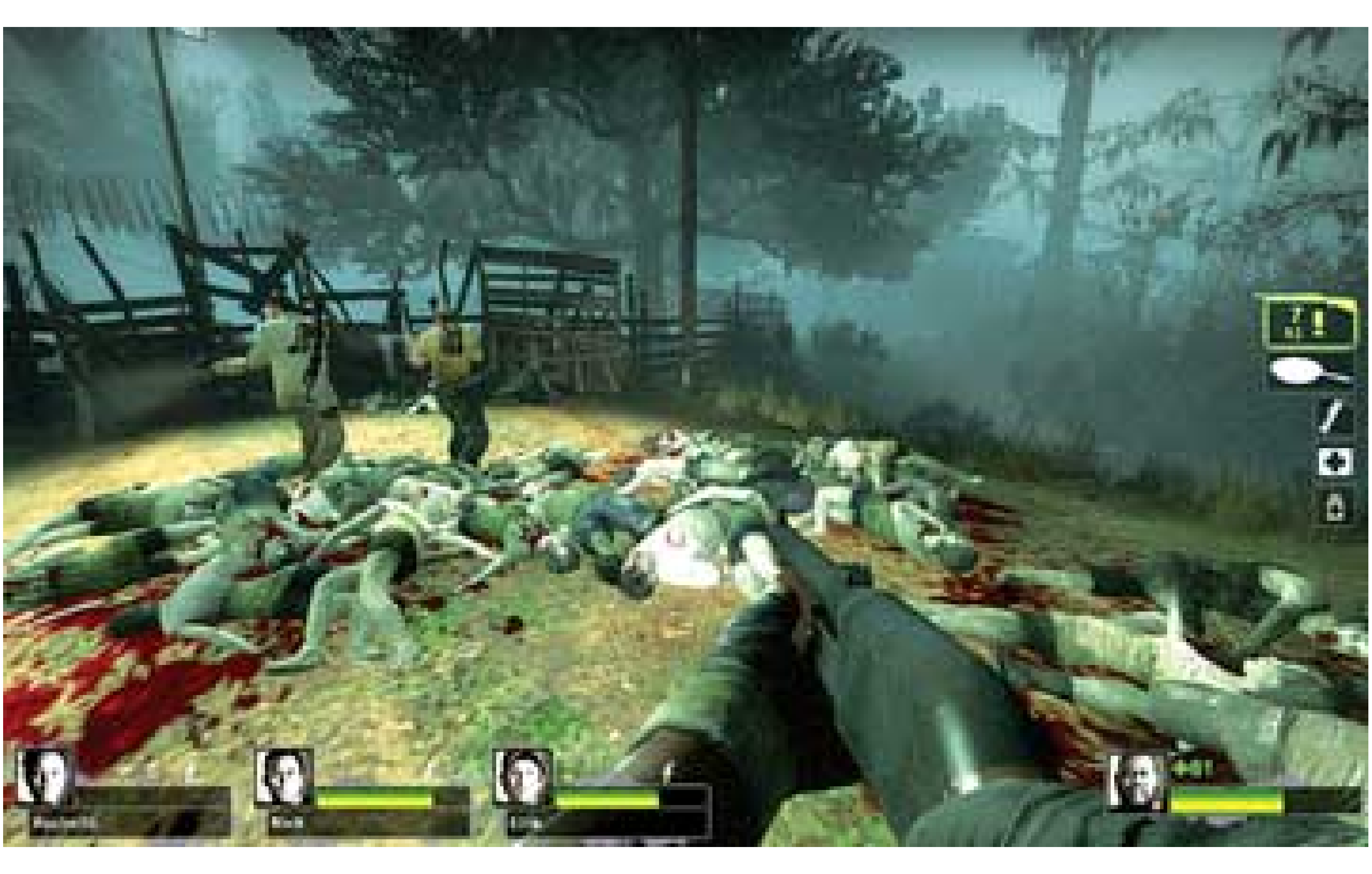
Have each teammate guard a roof side, using melee or ranged weapons to wipe out anything that manages to scramble onto the roof—ideally while the creatures are still climbing the walls. Then, once there's a lull in the action, drop through the hole in the roof and gather any items you wish.

Corpse Pile Roadway



5E

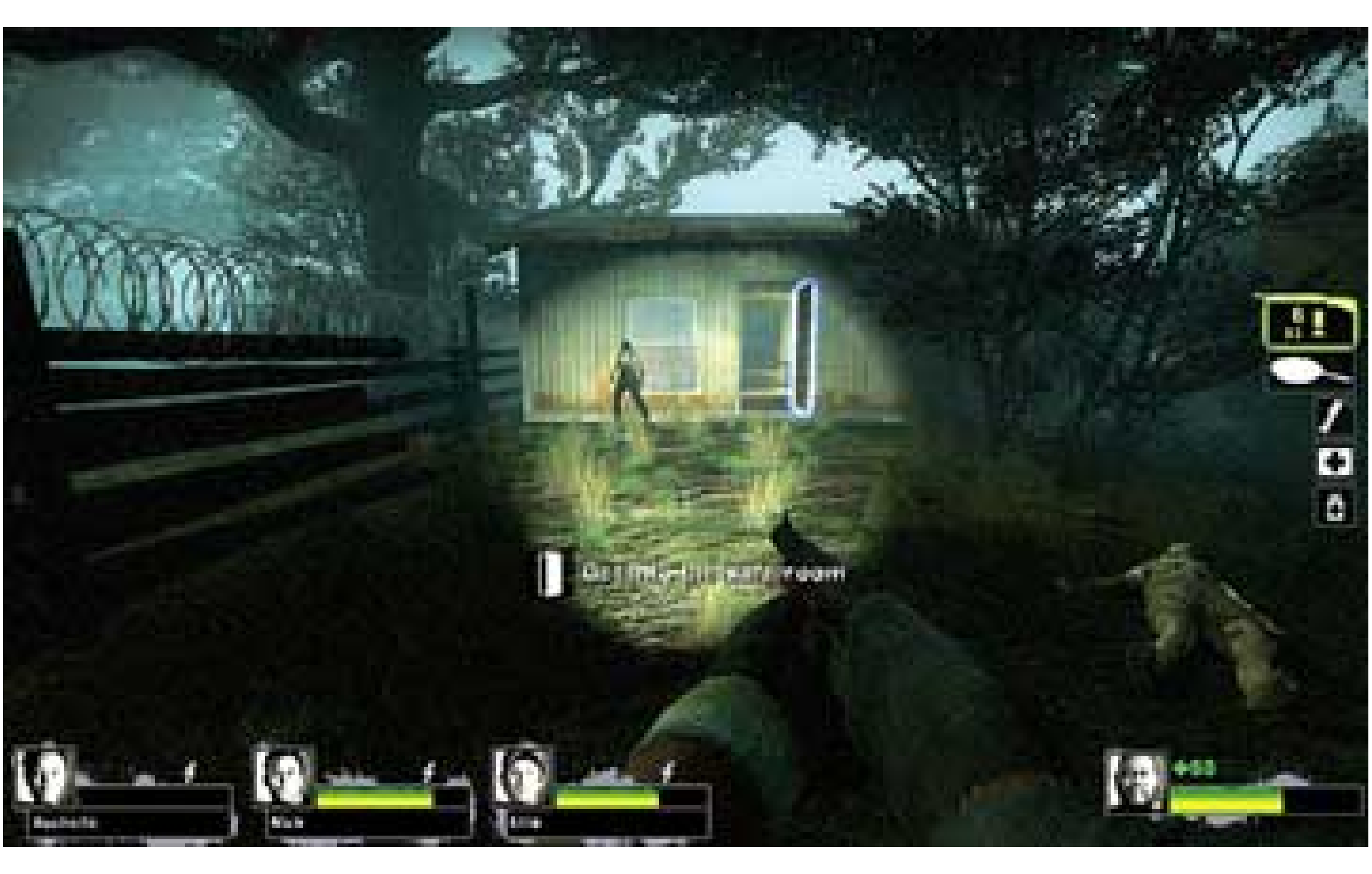
You're never altogether safe during these outings, but when the backwoods become quieter, make a sprint for the half-submerged car and clamber up to the relative safety of the road with the generator-powered lights . Location 5E features the corpse of a man slumped against the back wheel of his pickup, and a pile of Infected as well as items to appropriate.



5F

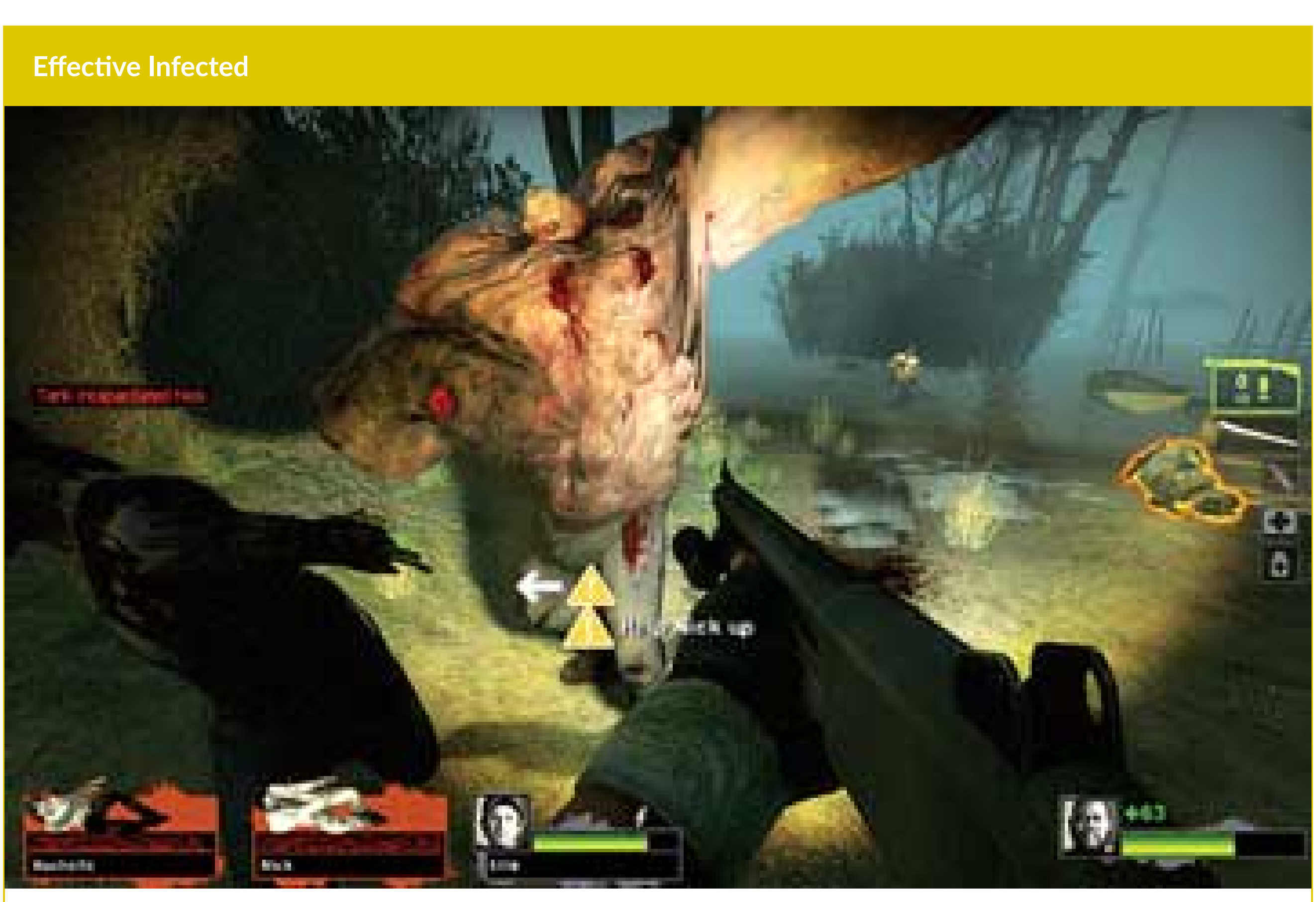
It seems other Survivors held out for a while against overwhelming odds, but were ultimately overcome. Venture down the road to the floodlight and the barricaded entrance to a swamp village (Location 5F), watching for any additional Infected incursions. The threats, especially from Special Infected, are still very much real.

Swamp Village Safe Room



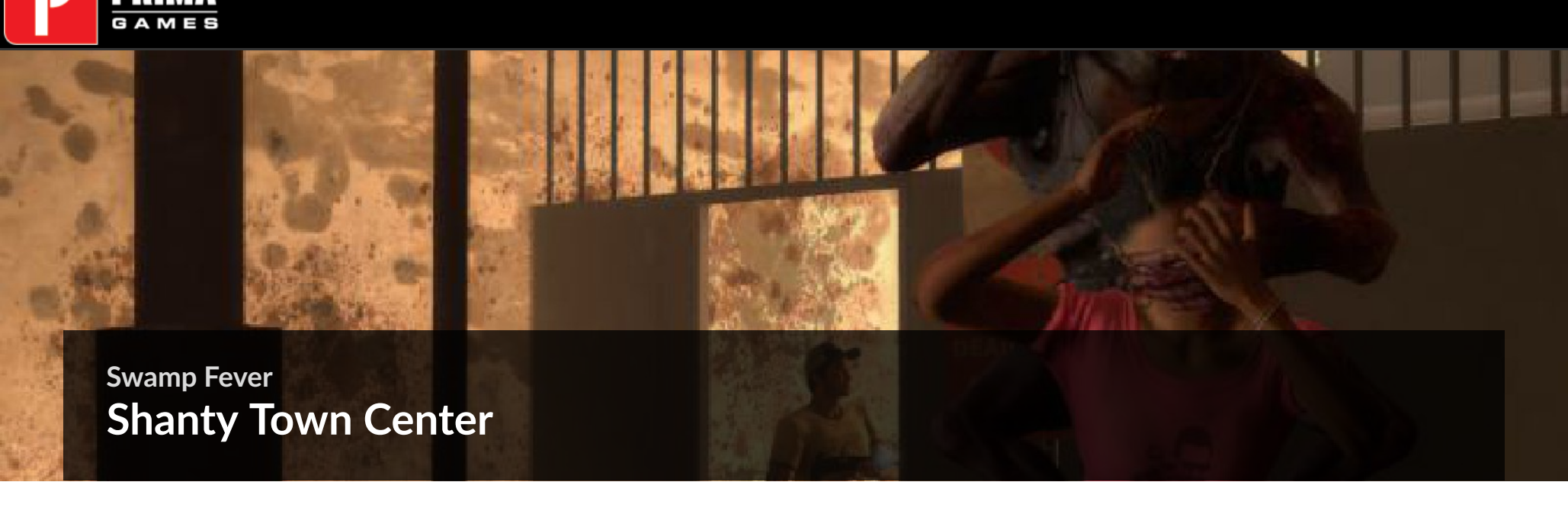
As swiftly as possible, pass the floodlight at Location 5F and follow the right-side barbed-wire fence perimeter onto a flat, grassy bank. You may be set upon by the shambling undead, so run for the Safe Room and use the entrance to fire, swipe, or snipe from, hollering at your lollygagging teammates to get in here immediately!

Effective Infected



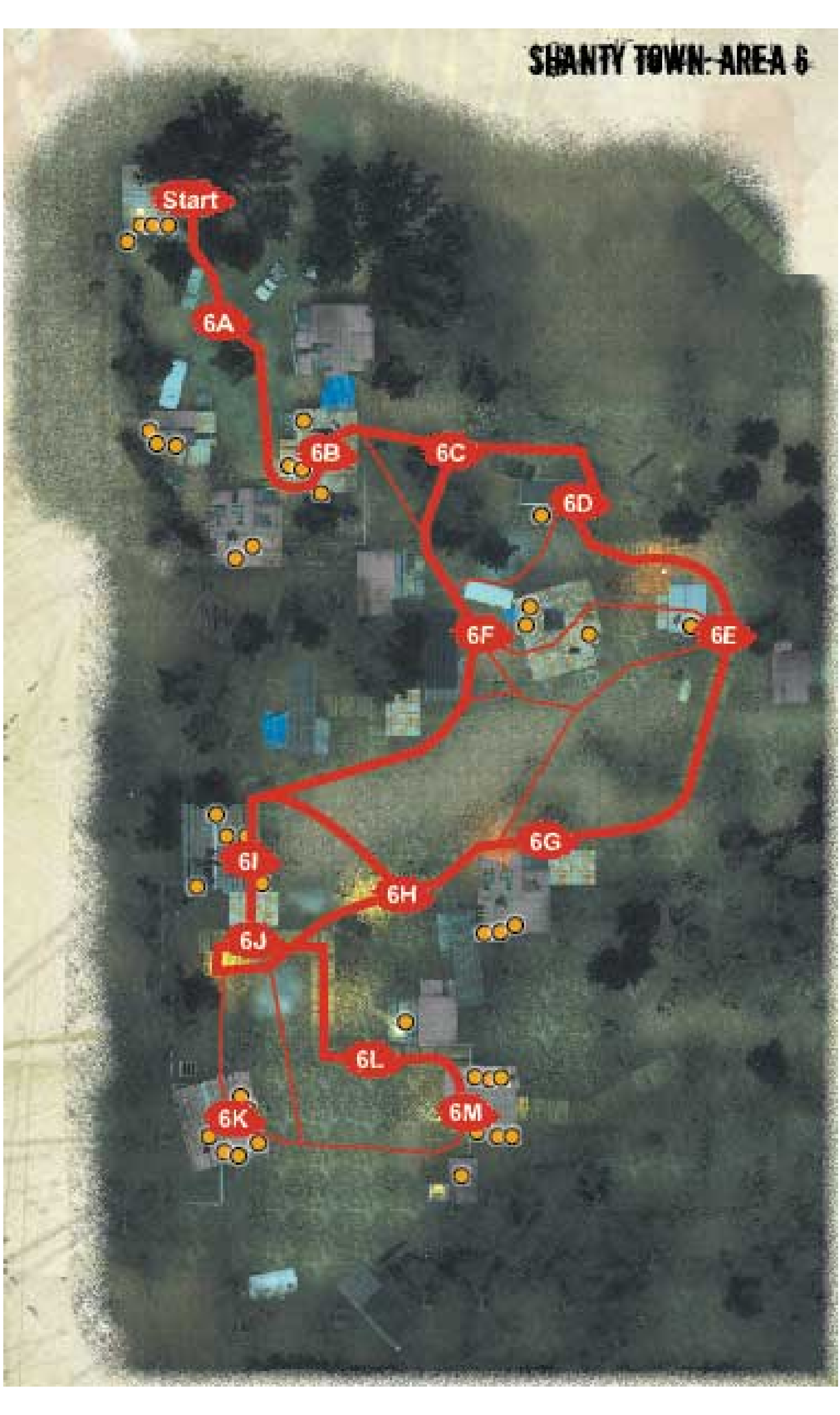
Whether you're a Spitter and want to vomit at the entrance to the Safe Room, or you're rampaging through the swamps as a Tank, the same diversionary tactics designed to split up the Survivors should be attempted. Prone Survivors trying to rise are another key location to flock to; when your fellow Special Infected do their job, it's up to you to attack any rescuers before they can stand their friends back up again!

In addition, the Survivors are likely to be at their most weary—and least competent—after the battle at the plane and crossing to the submerged hut, so keep the pressure on as they reach the roadway (picture 2); if you can grab a Survivor and drag them down to the water, especially if others have reached the Safe Room, this can cause further annoyance.



Swamp Fever

Shanty Town Center



Shack Attacks: Shanty Town Overview

Although they held out against the odds for a commendable period of time, no humans currently exist in this sprawling shanty town nestled deep in the swamps. Now it's no more than a maze of dilapidated structures.

Careful maneuvering through the town (Area 6) is the key to knowing where you are and exactly how to escape to higher ground, specifically the jetty decks that allow access to a smaller, secondary settlement (Area 7). Here, scenic obstacles force you to lower a plank bridge as you gingerly cross the raised huts.

After forcing back the Horde, escape from this ramshackle hellhole involves sprinting to a wooden bridge and up a hillock to the relative safety of your final Safe Room.

+ This stage is L-shaped, and learning the topography of the larger shanty town and smaller outskirts of stilt huts is most helpful.

+ High ground is safe, easier to attack from, and it takes foes longer to clamber to reach you. Stay on the ground at your peril.

+ Lighted locations throughout this map are where you want to head; when in doubt, look for a burning barrel or generator lamp.

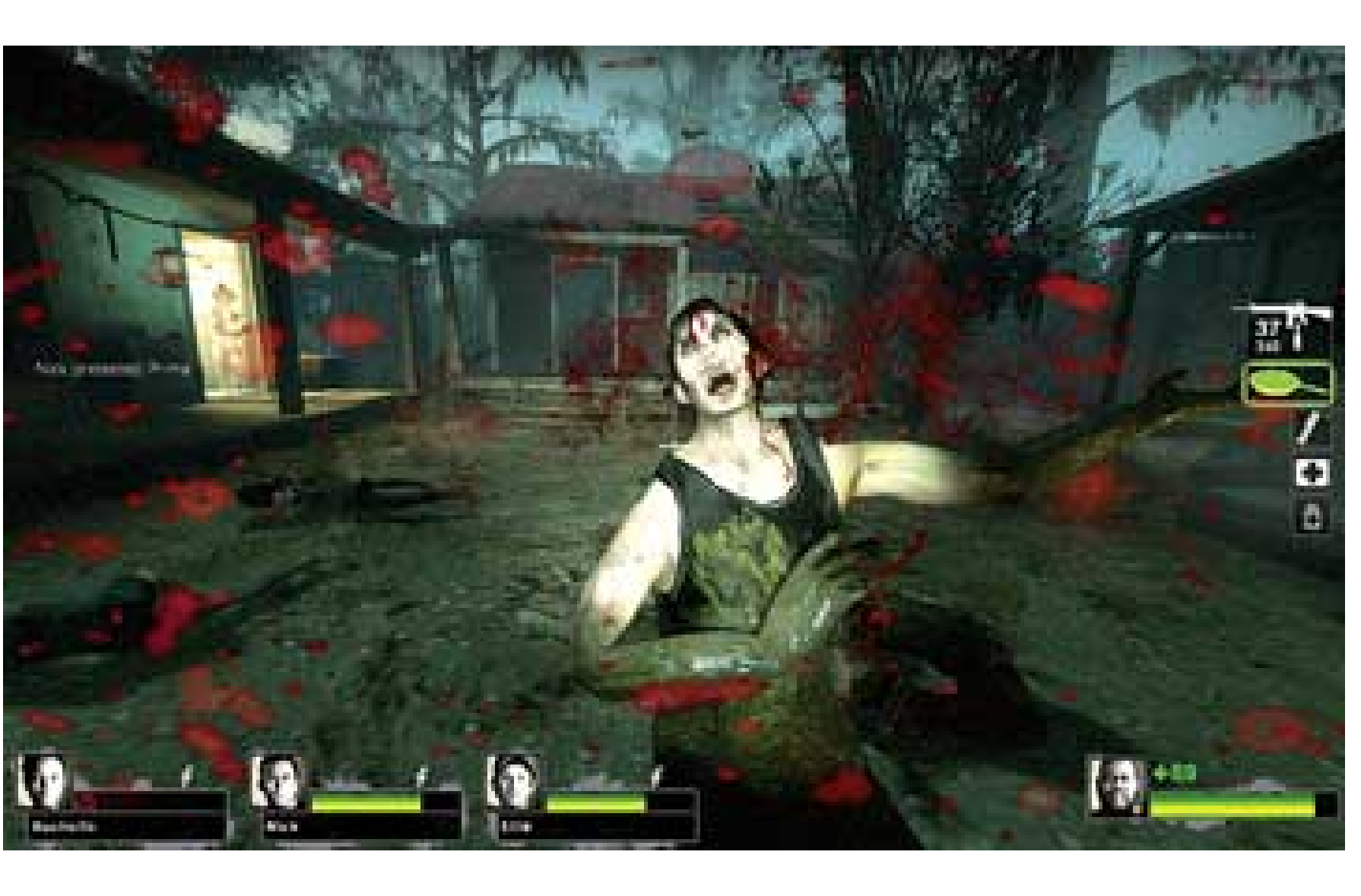
- Low ground, waterlogged areas, and dense woodlands are dangerous; minimize your time at these locations.

- As it's easier to use raised platforms and imperative to lower a raised bridge. Being knocked off is an ever-present danger.

- The bridge in the middle of the stilt huts is particularly dangerous, as it is the only possible way forward; expect extreme combat here.

Town Entrance

Stock up with any and all available items, equipment, and favorite weapons, and keep one teammate back at the Safe Room to allow reloading while the others fan out into the courtyard surrounded by rusting vehicles and ramshackle buildings.



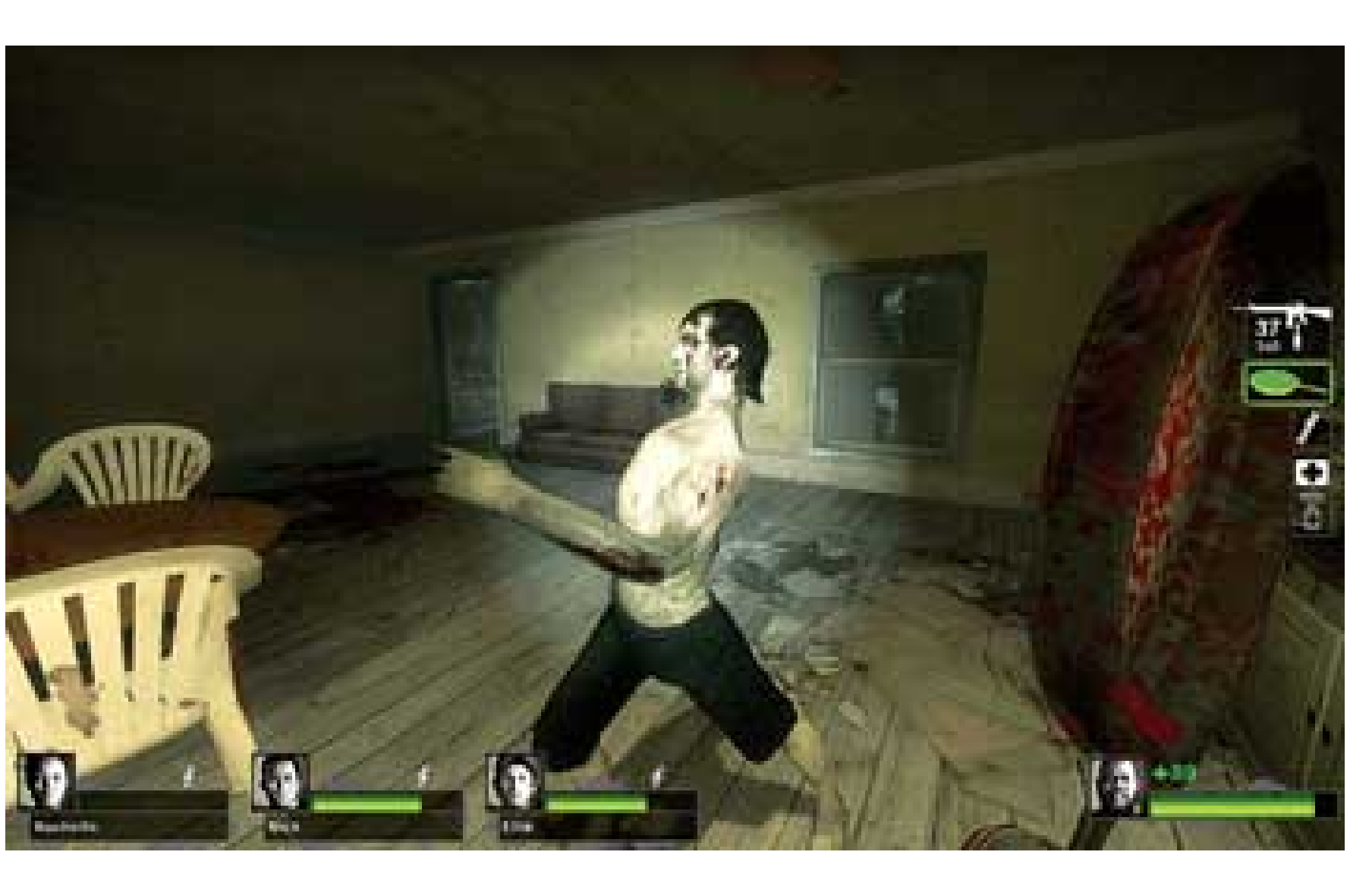
6A

Expect at least a moderate Infected threat as you inspect the porches and interiors of the four buildings, including a general store. There may be Fuel Cans you can use later, after you exit this initial area. Take what you need, and clear all the huts of items you want, mentally noting anything you can return to claim.

Illuminated Hut

The only building with an exit as well as an entrance is lit by a lantern. Pass the table with the items on it, step onto the porch, and enter into the residence. Introducing any undead maniacs to the nasty side of your melee weapon and locate the exit doorway that is opposite diagonally.

Gather any flammable objects you might wish to explode later on, and exit onto the sloping ground only after all four teammates are close by; don't get split up and segmented.



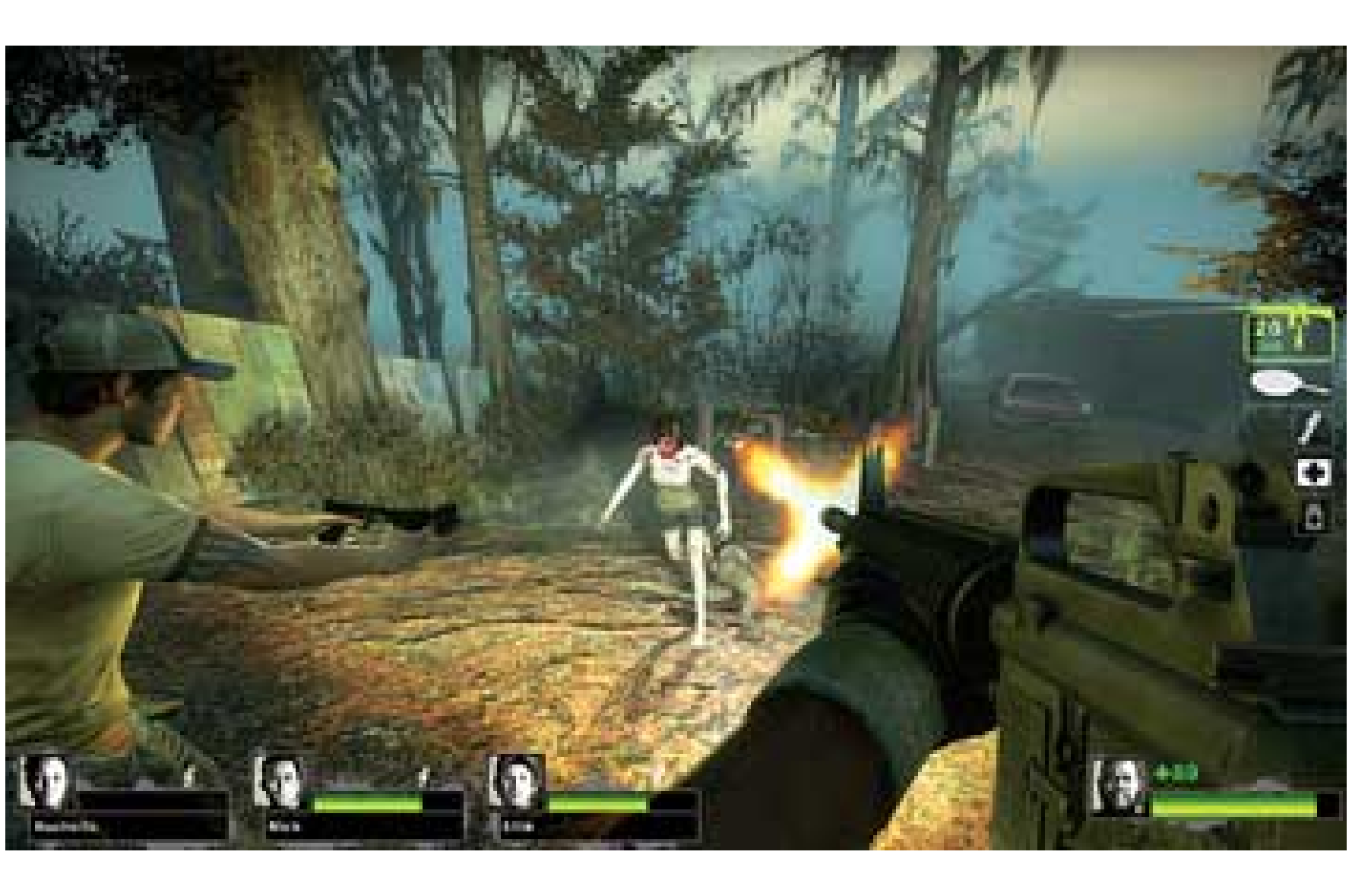
6B

Note

Although the guide routes don't show access into the many shacks in this town, feel free to check out each one of them as you progress; usually, additional items (and Infected) are within them.

Offal Pen

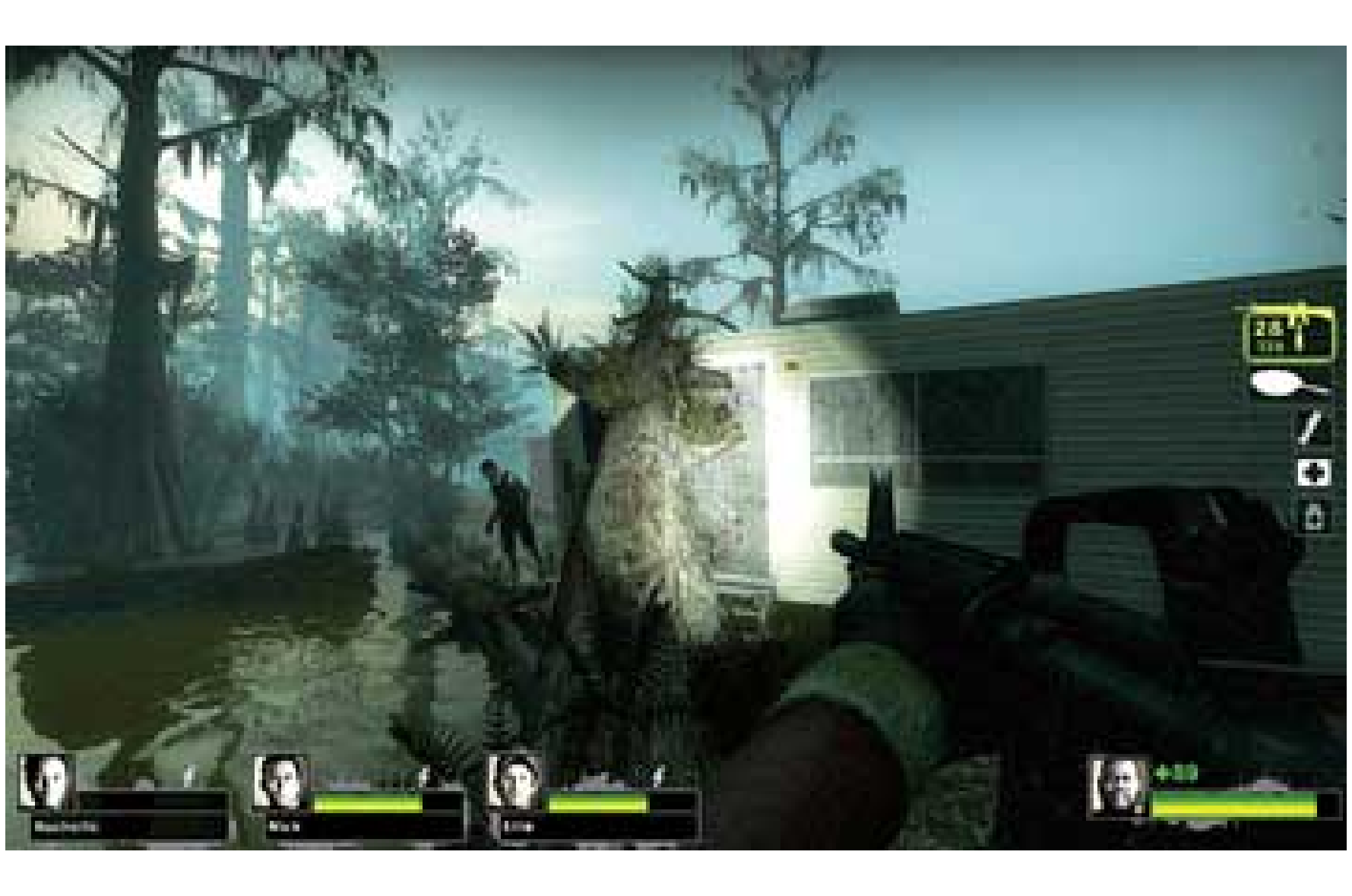
Depending on the number of foes and on how well you understand the layout of the town, you can sprint down into the cluster of trailers and shacks to Location 6E, or take a more methodical approach by cautiously descending the slope. Fan out slightly, and pass the pen that once contained a few animals; it is now piled with corpses.



6C

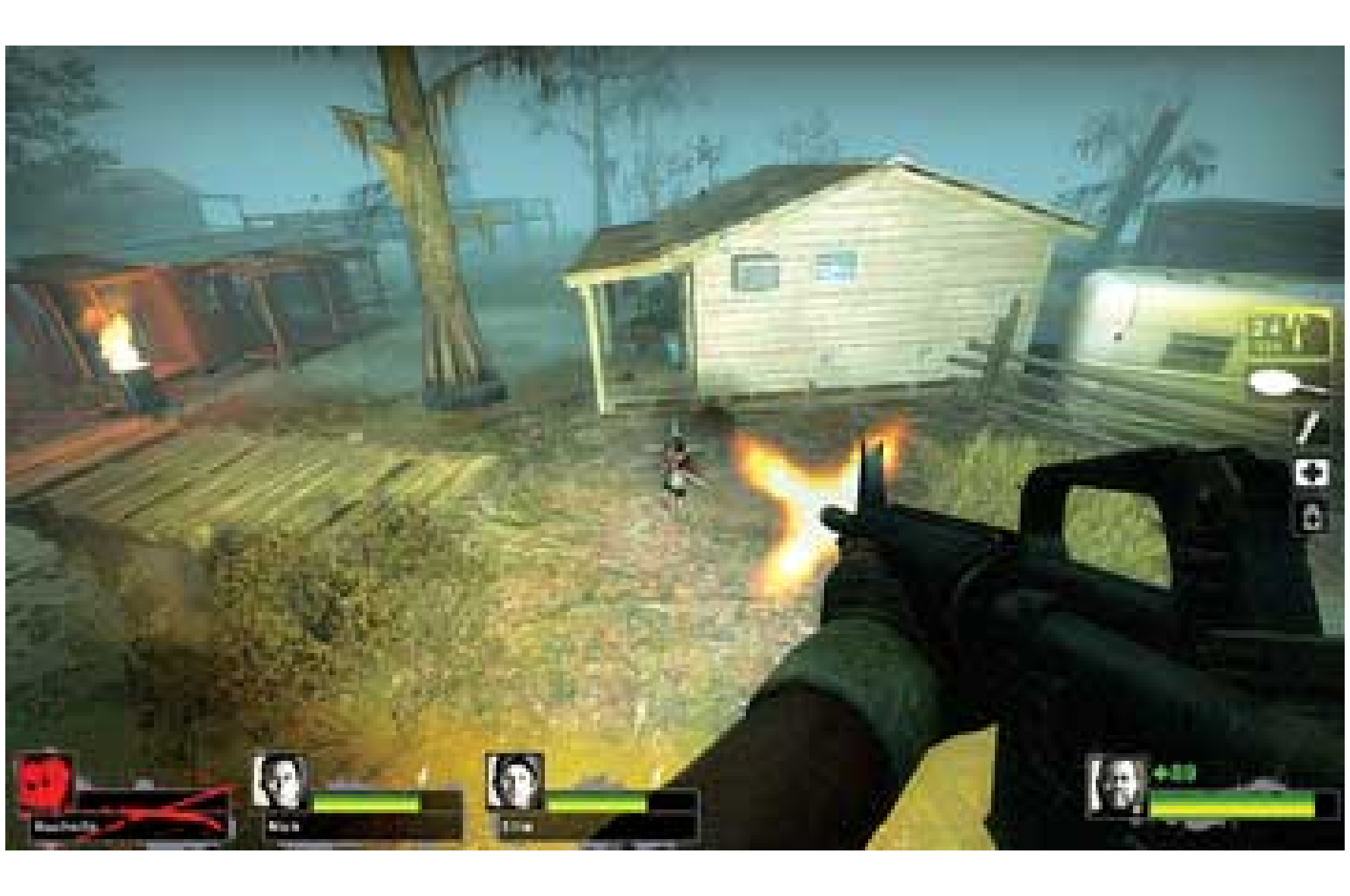
Fallen Tree and Trailer

If it's suspiciously quiet, or you're wanting a vantage point to survey the settlement area you've yet to encroach on, move past the car around the back of the white trailer, and use the fallen tree to reach the trailer's roof (picture 1).



6C

This not only offers excellent views of the shanty town (picture 2), but also the swamp beyond the perimeter fence, where masses of the Infected may begin a charge. With more than one Survivor on this roof, you can easily repel a mass Infected assault, especially if a Pipe Bomb or other helpful item is used here.

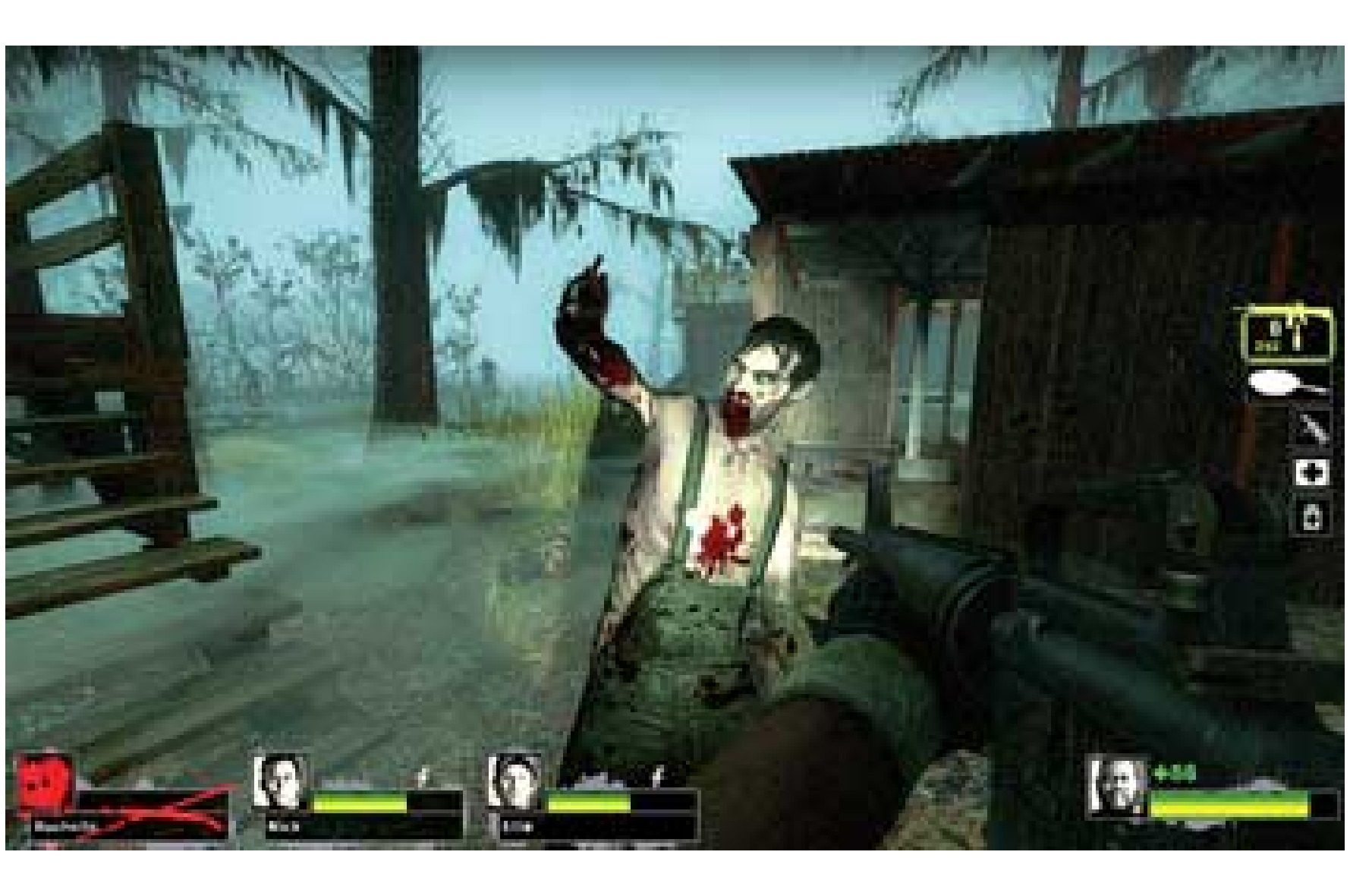


6D

You can easily spot teammates in trouble (if they didn't follow this route, or are waylaid by Special Infected) and rescue them from this place, too.

Back of the Barrel Hut

After a temporal lull in combat, drop from the trailer and move toward the flaming barrel and around to the rear of the adjacent hut. There's an expanse of water you shouldn't be wading through (as it slows you down too much); instead, head around to the raised wooden platform. There's an empty shack on the edge of this area, but this can't be accessed.

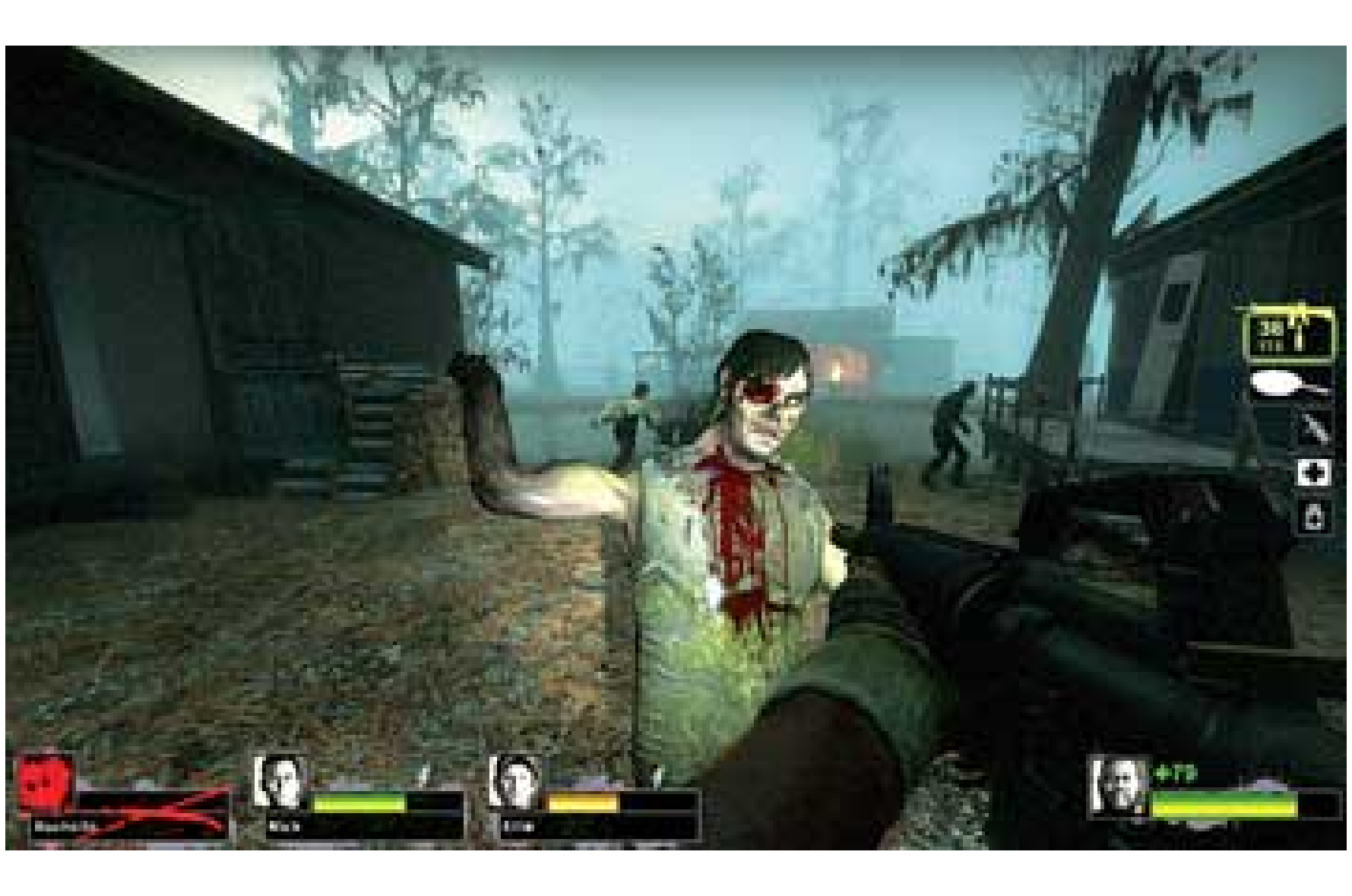


6E

From here, you can move across the platform, which gives you added protection from foes on the ground. Or, you can work your way through the barrel hut and shack, heading toward 6F.

On the Waterfront

You can try attempting to leap the fence between Locations 6C and here, or work your way around the exterior or interior of the buildings from Location 6E. Either way, this isn't a particularly safe area, but one you may end up getting stuck in before you properly situate yourself.

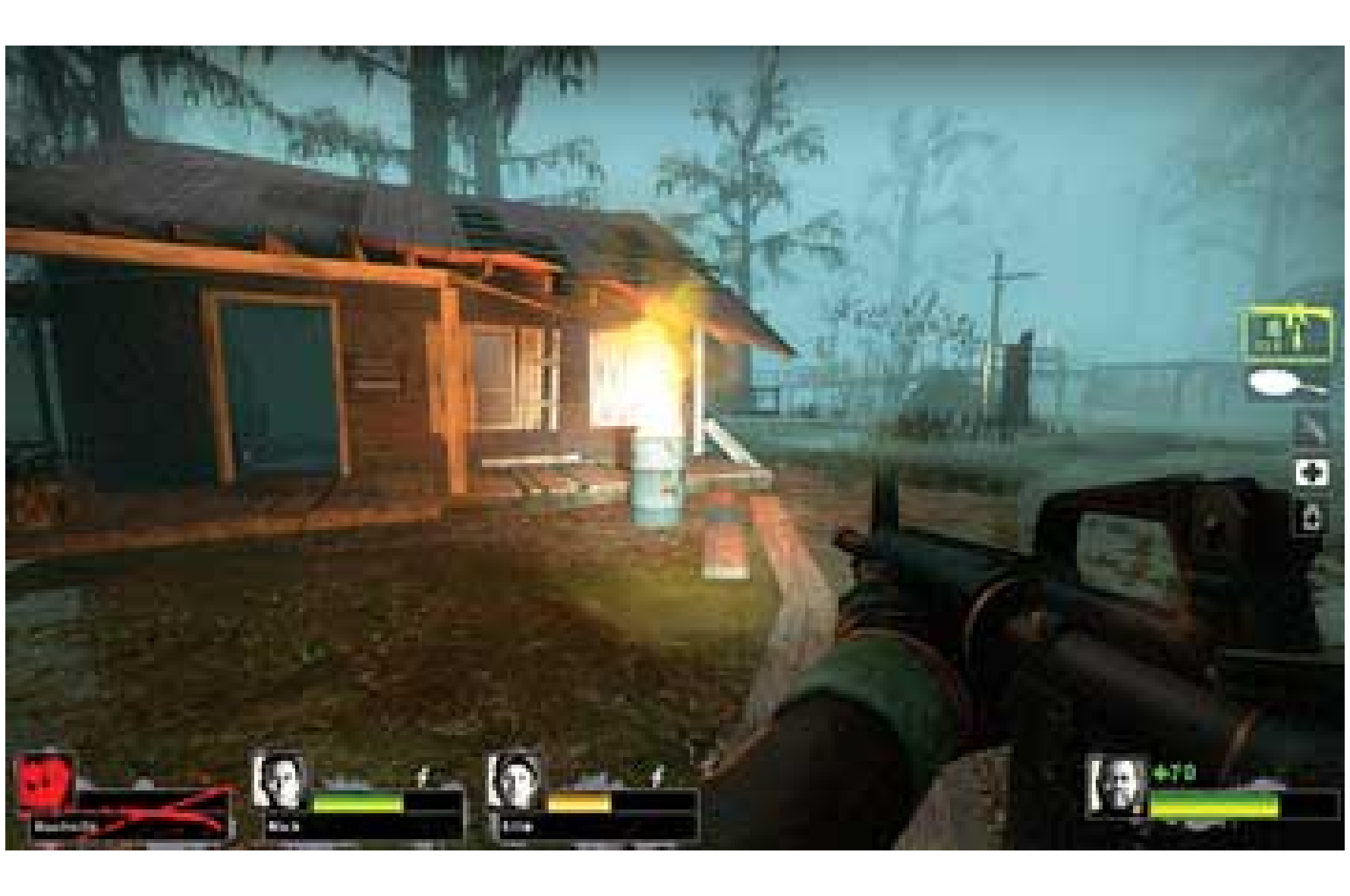


6F

Use the porch decks, building interiors, and trailer as cover from foes, and watch for foes clambering about on the roofs, as well as wading through the muck on the ground below. Head to Location 6G or 6I as soon as you can.

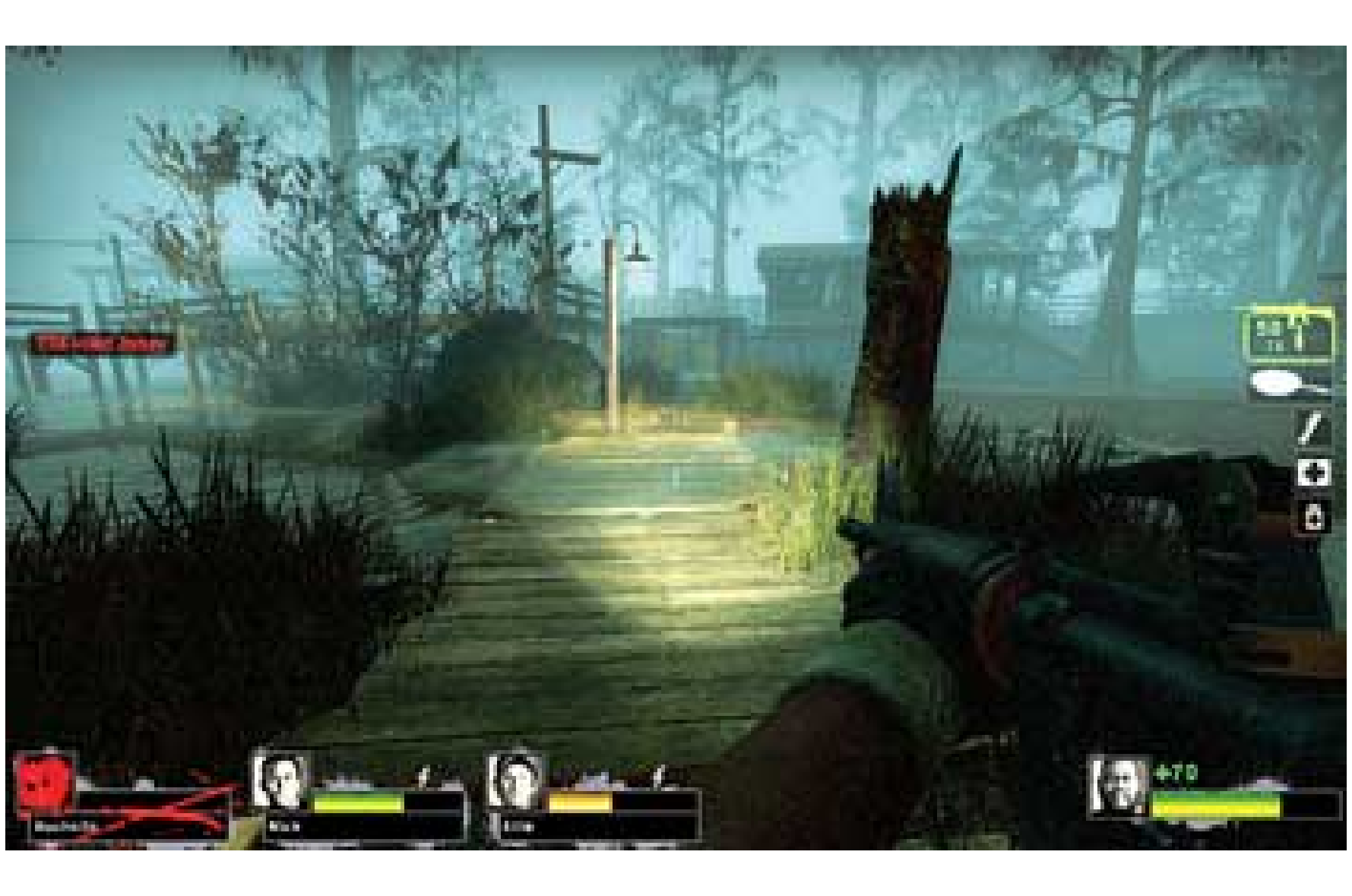
Let There Be Light

Another easily spotted landmark, the burning barrel near the porch of this shack (Location 6G), signals the midway point through the shanty town. Go there via the raised platform from 6E, or the waterlogged marsh and planks (as shown in the picture) from 6F, and make a quick check of the shack's interior for items.



6G

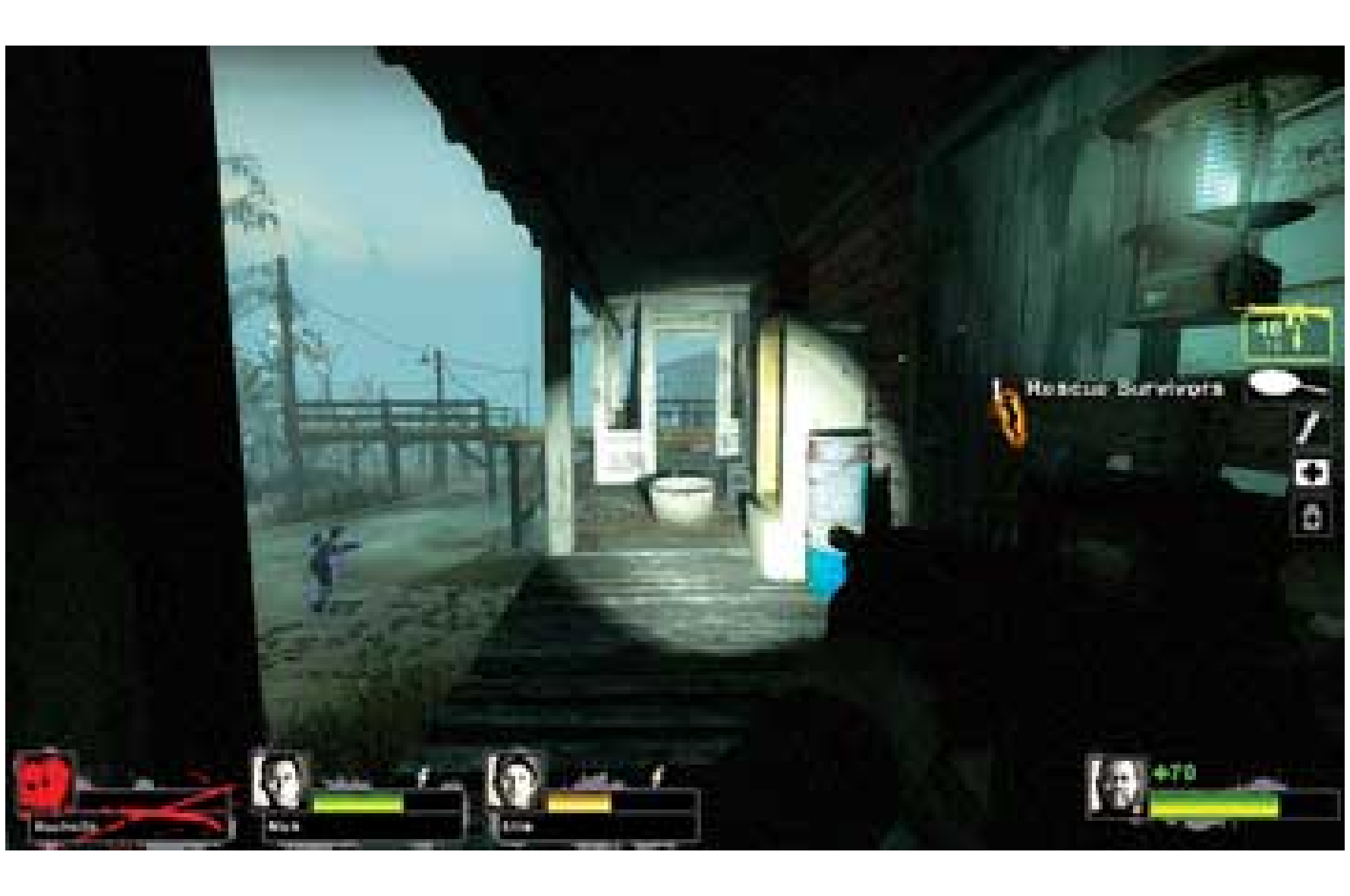
Then press on, following the rotting wooden walkway to an electrical lamp (Location 6H) close to a zigzagging, raised wooden jetty. Spend a second checking the dark support beams under the raised huts to your left, in case Special Infected lurk there. Then make a sprint for higher ground.



6H

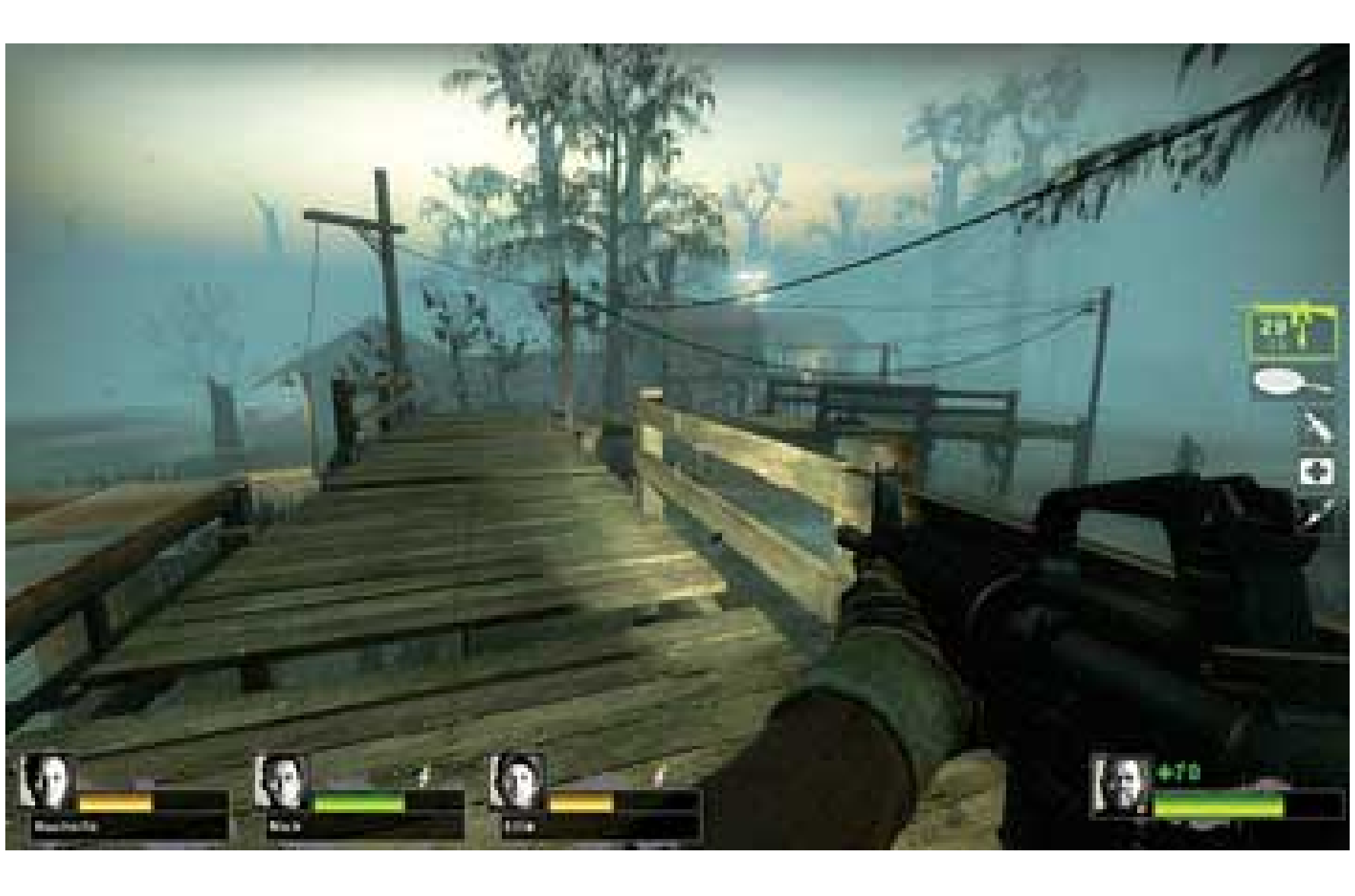
Raised Chalet

If you decided to go around the perimeter of the pond from Location 6F, you're able to dash up the deck stairs onto the long front porch of this sizable chalet, which has a couple of interior rooms to cleanse of Infected and items (on tables, in the kitchenette, or on the L-shaped deck itself). This is an optional area that is only useful if your team is low on provisions.



6I

Jetty Junction

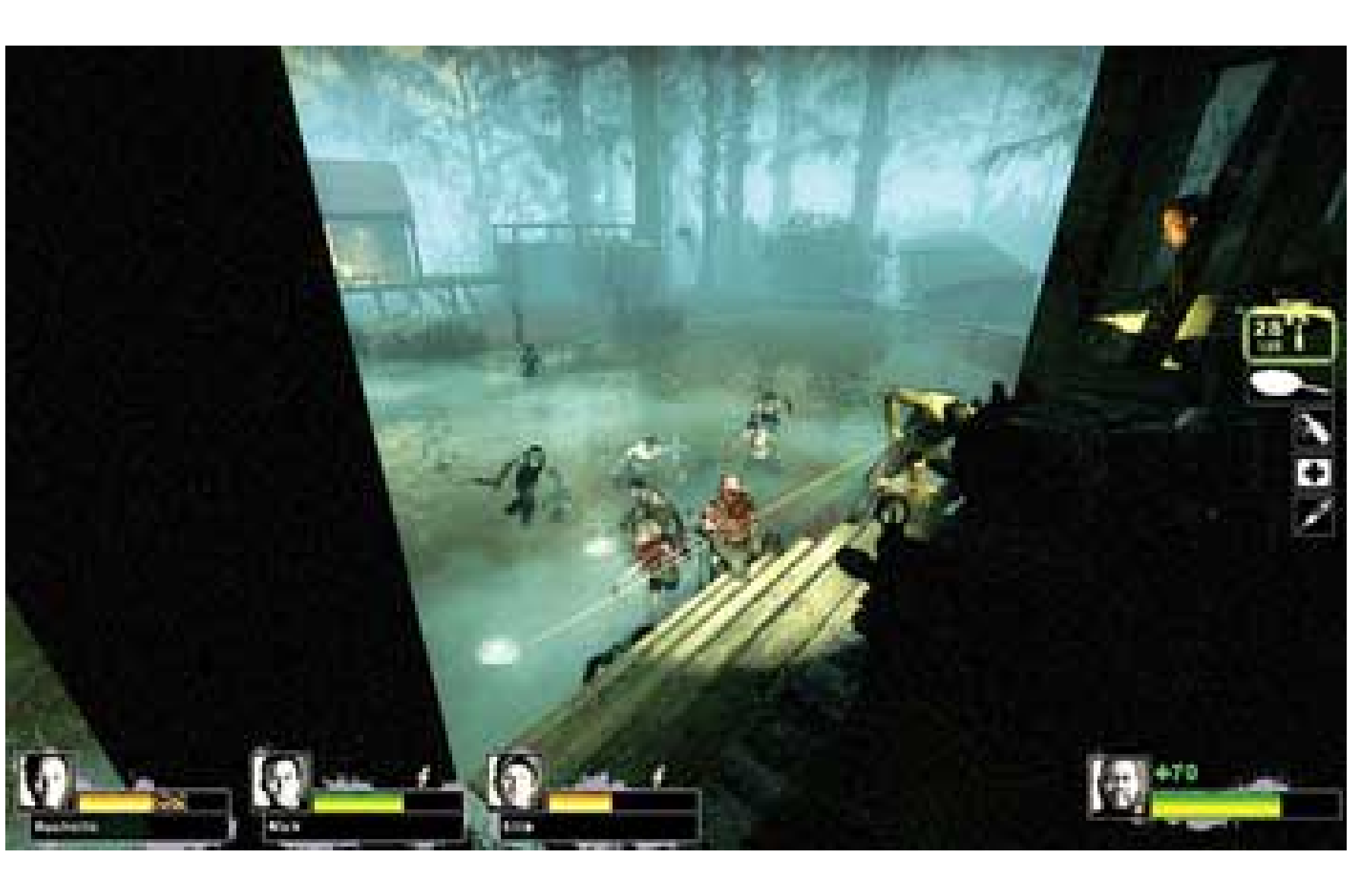


6J

Whether you access this main junction from the adjacent wooden steps, or you're coming in from the corrugated metal platform near the raised chalet, this is the only place to be during the last push to reach the exit of the shanty town.

Beware of enemies attempting to pull you down into the water below, and check to make sure all your team is present before heading across this platform jetty.

Raised Dead-End Shack



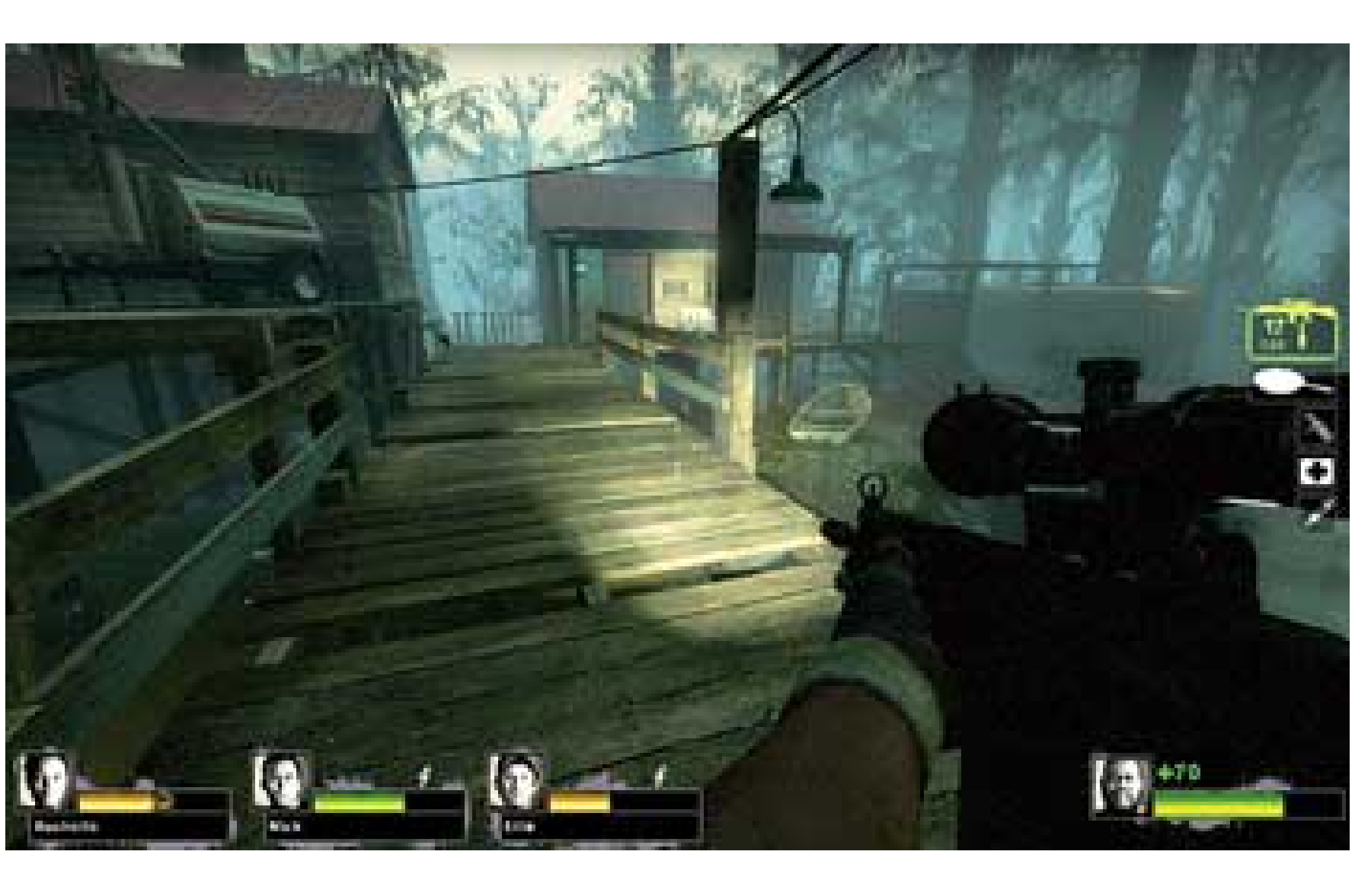
6K

Although a dead-end in terms of routes to take, the lone shack farther along the upper bank from the jetty junction is actually reasonably defensible and a good alternate place to hole up with the rest of your team if a larger group of Infected attempts to overwhelm you. They can only reach you by clambering up and entering from two locations, which means you can easily repel them.

Caution

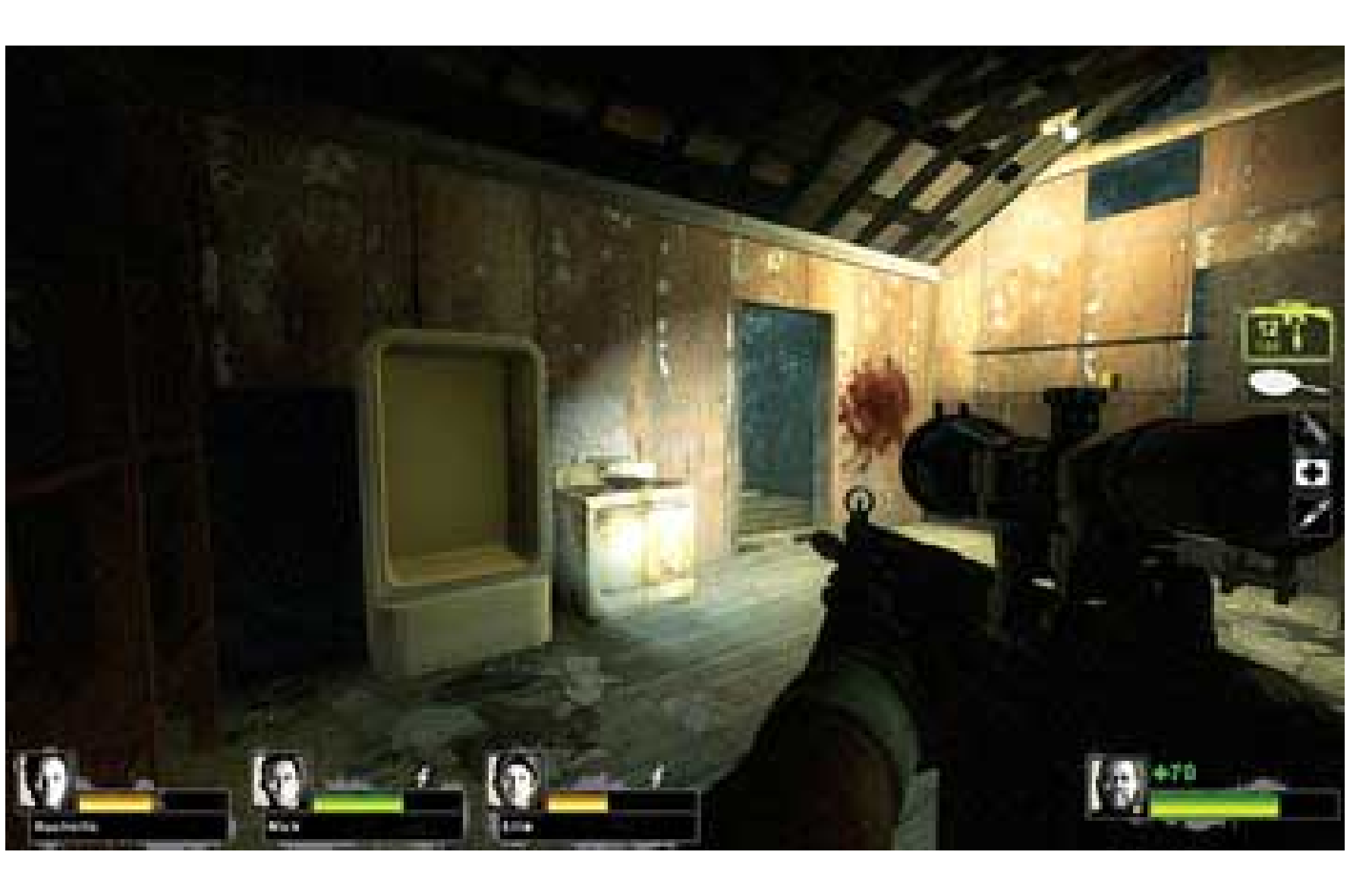
Don't make the mistake of wandering around the watery pond between Locations 6K and 6M. Although you can reach the exit fertilizer shack, you're likely to be hemmed in by the ferocious undead.

Raised Jetty to Fertilizer Shack



6L

To make a quick escape with the minimum of slow-motion wading, cross the raised jetty platform, passing the floodlight and heading directly for the fertilizer shack (Location 6M), which has a few scattered items and an exit when you head inside.



6M

You can also reach the fertilizer shack via steps up to the deck from the watery pond below, which is handy if you've fallen down here, or been pushed by Special Infected.

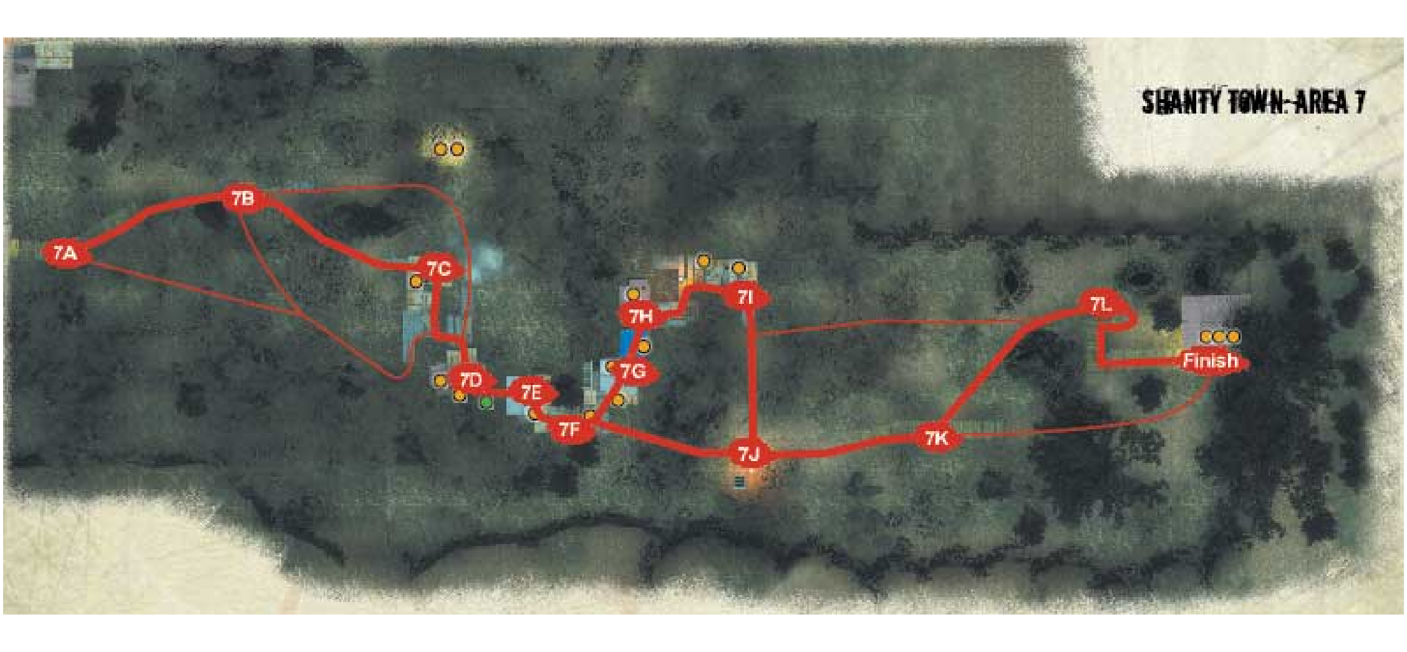
Effective Infected

Whether you're pinning a Survivor with a Hunter (picture 1) or attempting to leap at enemies to drag them down into the water where the Common Infected have an easier time ripping them apart (picture 2), there are numerous possible hiding places to dive, spit, charge, or swipe at your human adversaries.

Inside the shanty town itself, try hiding in doorways, on rooftops, in thick undergrowth, and near groups of Common Infected. Stay away from the light so you aren't spotted as easily.

Swamp Fever

Shanty Town Bridge and Outskirts



Roaming in the Gloaming

Step out of the fertilizer shack and onto a rickety platform (picture 1) that leads into a section of extremely dense forest and brush. You may elect to wait for a moment and tag the heads of any wandering foes you spot in the distance.

7A

Then you'll maneuver around the trees and foliage, searching for the secondary outskirts settlement buildings (Location 7C). As you trek through the woods, ideally through slightly dryer ground than is shown in picture 2, expect zombified resistance.

7B

The confusingly dense forest can cause havoc if Special Infected attack. Your best bet is to race for the relative safety of the building at Location 7C (which everyone should be able to find) as soon as possible.

Note

A strange light can be seen in this section of forest, ahead and to the left of location 7B. This is a small glade with a couple of corpses and a possible item or two to snag, but is otherwise optional.

Bridge Access

Reach the first raised structure via either of the ramped entrances, or ignore the first building (Location 7C) entirely and enter via the ramp near the moored rowboat. Move directly up onto the exterior platform attached to the second building (Location 7D).

7C

Inspect both of these buildings closely, culling the remnants of an Infected force that loll about in these parts. Both buildings may have a smattering of items, including explosive Tanks or Fuel Cans, which can be handy.

Move across and into the second building (picture 2), and wait for your team to appear behind you. The mechanical winch you've spotted lowers a rudimentary plank bridge, but the noise attracts the baying Infected Horde. With this in mind, have your team fully tooled-up with gear before the backwoods are coated in zombie blood.

7D

Tip

These buildings are in a sorry state of repair and have walls that splinter apart when forced by Infected claws. This means they offer limited protection, so continuous movement through this area is recommended, if not imperative.

Middle Shacks: Horde Attack!

There's no getting around the appearance of an Infected Horde as soon as the bridge begins to lower. Prevent untimely deaths and general incompetence by knowing your role, and where it's safe to stand.

7E

First, it isn't usually safe to stand anywhere, as the Infected can tear through these poorly constructed buildings, so stay moving. Second, you can actually run up the bridge as it descends and then jump onto the roof of the building opposite (7E). From the roof, you can lay waste to the enemies with impunity.

However, the rest of your team, or everyone if you're not quick enough, needs to cross the bridge, with each one battling in the narrow interiors by dealing with Infected coming from different directions. Immediately check the interior for handy items and then move through to the exterior balcony and exit onto a large deck (picture 2).

7F

As the Horde must be culled, holing up here is a good option; one of you should rake enemies charging the deck, while others cover the route behind you. From the deck itself, you can drop down and flee toward the light of the barrel (Location 7J), or continue through the stilt buildings.

Tip

You may have gathered that Molotov Cocktails don't burn in water, so swap them for either the Bile or Pipe Bomb throughout this excursion, or light up the dry ground instead.

Outer Shacks: Culling Complete!

The exterior deck at Location 7F leads to a very dilapidated shack to head through (picture 1), then out to the roof of a single-story shack (picture 2), and then across a plank onto the final, two-story hut with a ramped exit (picture 3).

7G

Depending on your Horde-handling skills, you may have additional enemies or simply stragglers to fend off. Don't sprint away from the Horde, as subsequent locations are also filled with foes, and you risk being overrun.

7H

Instead, methodically move and cut down remaining Infected, and check the raised and ground level of all three outer shacks for additional objects before moving down onto the forest floor. Be extremely careful so that no Special Infected kidnaps one of your team and drags them back to the initial side of the bridge; you'll need to remember the layout of the shacks to retrace your steps.

7I

Barrel Outhouse and Bridge

You're almost at the Safe Room, so it's imperative you continue to work as a team and not make any mistakes. Although you can avoid these two locations (7J and 7K) by attempting an Adrenaline-fueled sprint to Location 7L, a methodical trek to reconvene at the outhouse lit by the barrel (picture 1) is a safer choice.

7J

Drop any incoming Infected from the bridge, before heading toward the structure itself (picture 2), which may have a sizable Special Infected to fend off. If this is the case, split up and concentrate all fire on the foe.

The wide expanse of swamp allows you to cut down any powerful enemy in seconds if you're working as a team. Snipe the heads of any wandering foes as you cross to the hilly area on the opposite side.

7K

Deck and Safe Room

With the wooden bridge navigated, there's now a small hill to climb. A recommended route is to stay to the left, which allows easy ascent up the only set of steps to the deck that the Safe Room is attached to.

Spread out to catch any charging Infected in the cross fire, then quickly dash across the deck and wait at the door to the Safe Room while providing covering fire for the rest of your team.

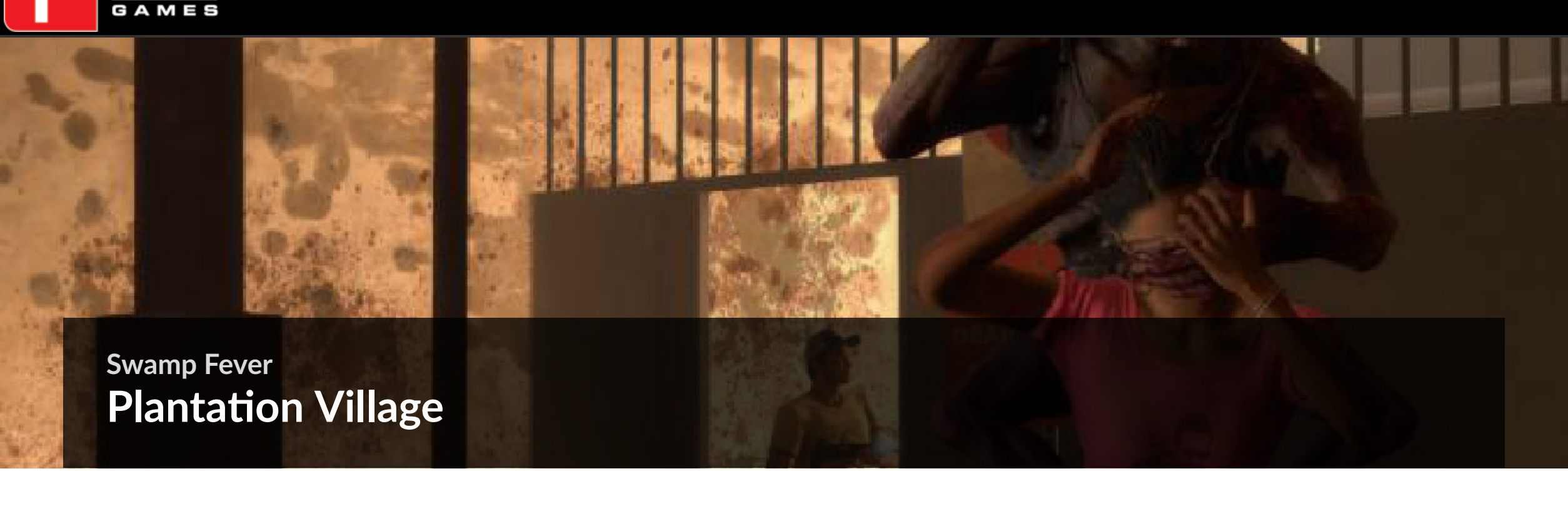
7L

You can also try jumping up at the door entrance, too, if you're adept enough. Saving stragglers who are being dragged off the deck by enemies can be a real annoyance, so try a mass flee into the Safe Room for best results.

Effective Infected

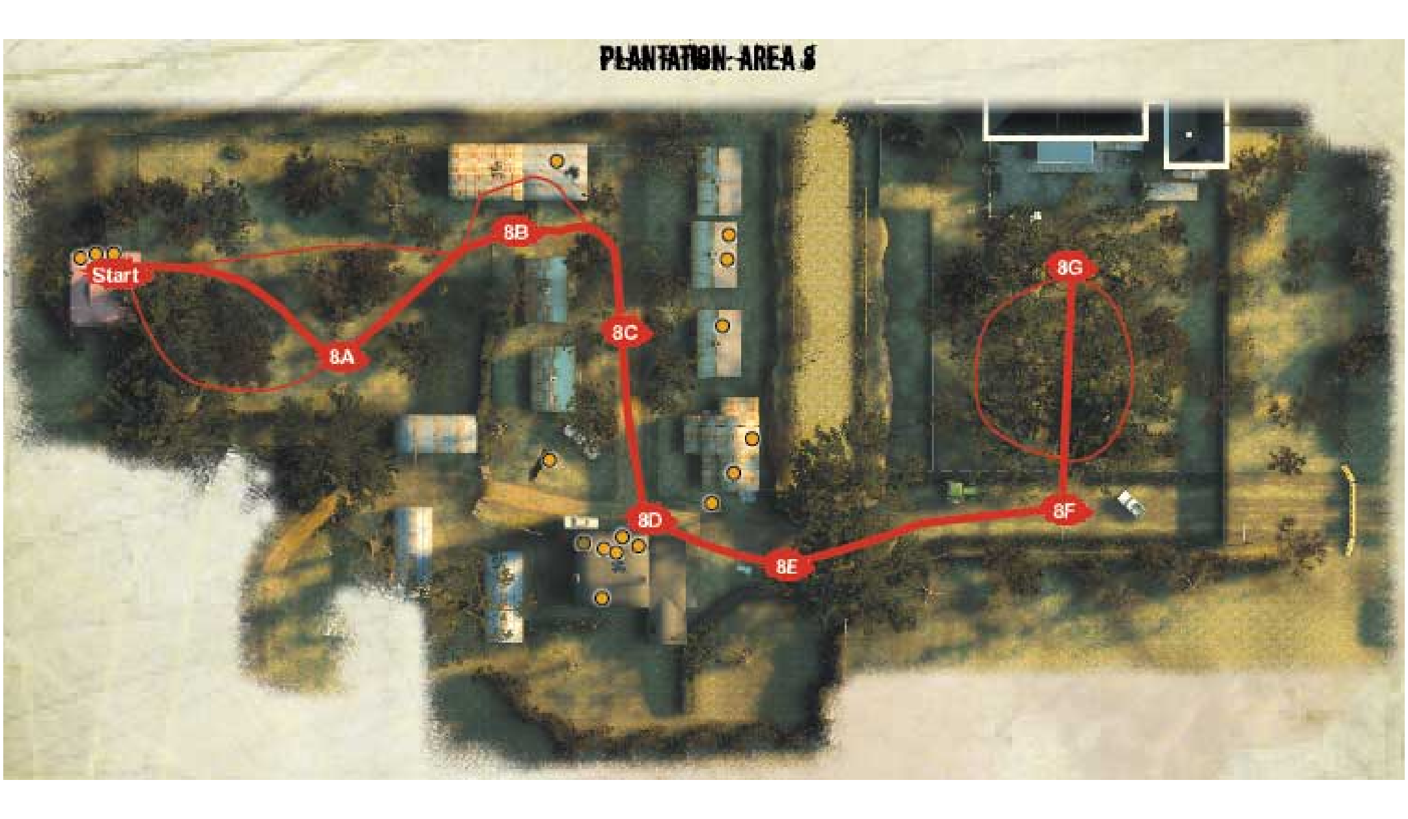
The key moment for a concentrated Special Infected attack is just before and after the Survivors lower the bridge. Narrow, stilt buildings are a must for coughing green bile on foes (whether you're a Spitter or a Boomer), while other Infected types slaughter Survivors by dragging them into the water—this is especially important just before they reach the bridge because it's the only accessible way forward. (A Smoker attack as they walk across the planks is your best bet.) Once a Survivor is incapacitated, the Common Infected do the rest (picture 1).

The narrow decks are perfect for Chargers, but as the battle-weary Survivors reach the bridge and climb the hill up to the Safe Room, you have additional waylaying opportunities. Stomp them at the bridge (picture 2) and hide in the thickets and drag them off the Safe Room deck to annoy them at every possible stage until that Safe Room door closes.



Swamp Fever

Plantation Village



Not Dead by Dawn: Plantation Overview

Escaping this watery hellhole is now of paramount importance. Achieving this goal against the dawn's early light involves methodical maneuvering through a small settlement of rotting houses and a homestead, before following a farmer's tracked road into a tree-lined pathway of faded grandeur (Area 8).

The path heads up into a plantation mansion, which has two separate floors of wandering undead and items to scavenge.

Only then should you venture to the property's rear balconies, which overlook a formal garden and gates leading to a wharf. After you contact Virgil on his boat, your ultimate task is to survive waves of the most ferocious and horrendous entities before the gates open and you make a final break for the river.

+ This entire stage takes place as dawn breaks, meaning it is easier to spot ambush attacks. Still listen for Special Infected, however.

+ The plantation mansion's oak tree entrance is wide open, allowing easy strafing of almost all enemy types.

+ The finale is difficult, but once you realize you're waiting to defeat the second Tank wave, you can manage your time accordingly.

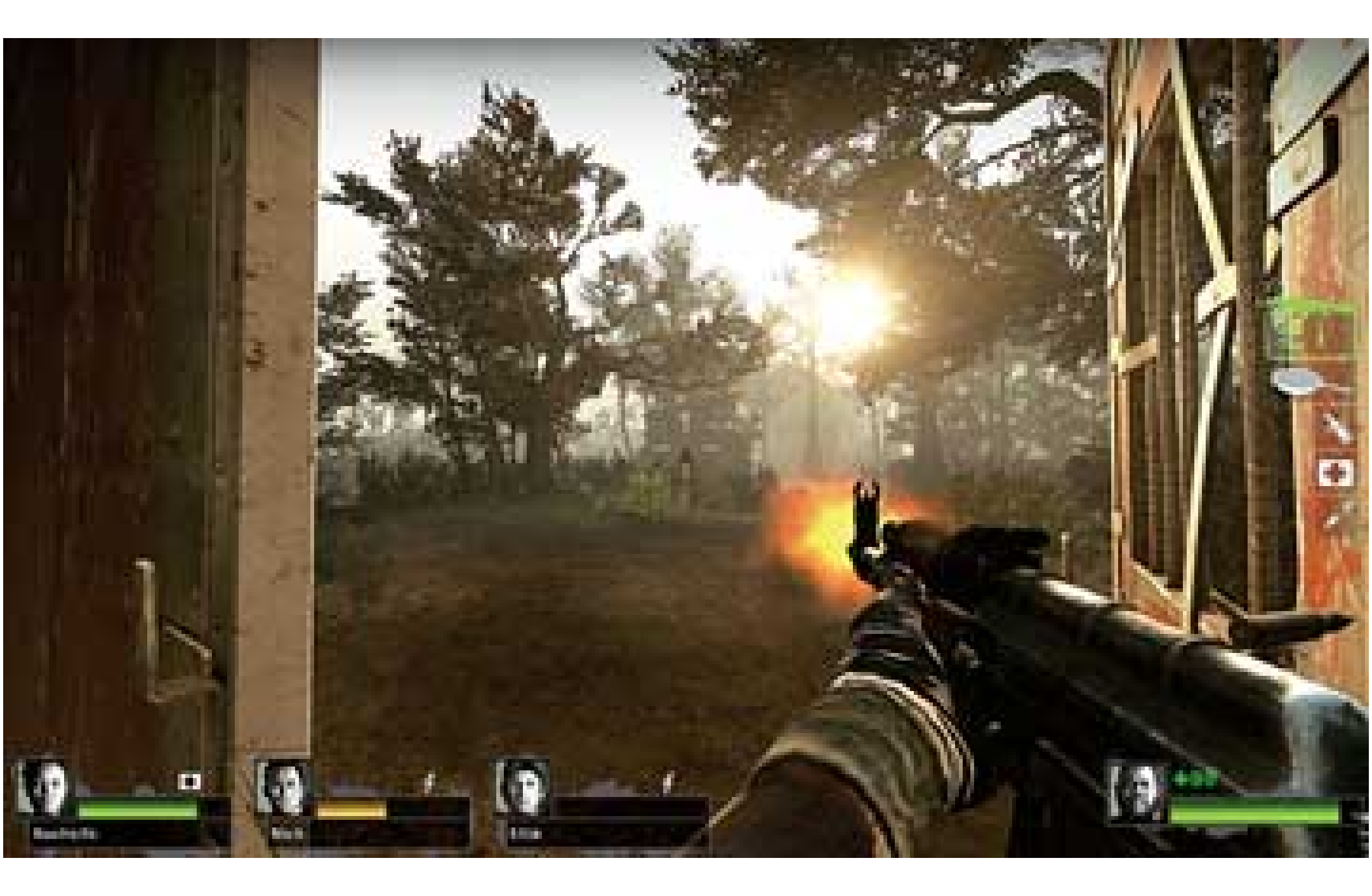
- Don't become overly eager to rush to the plantation mansion and risk your otherwise tight team formations and tactics.

- The Special Infected are out in force, but randomly appear, so watch for their ambushes and play to their weaknesses.

- Unless you gather supplies before radioing Virgil and have figured out a tactical fighting plan, don't expect to escape.

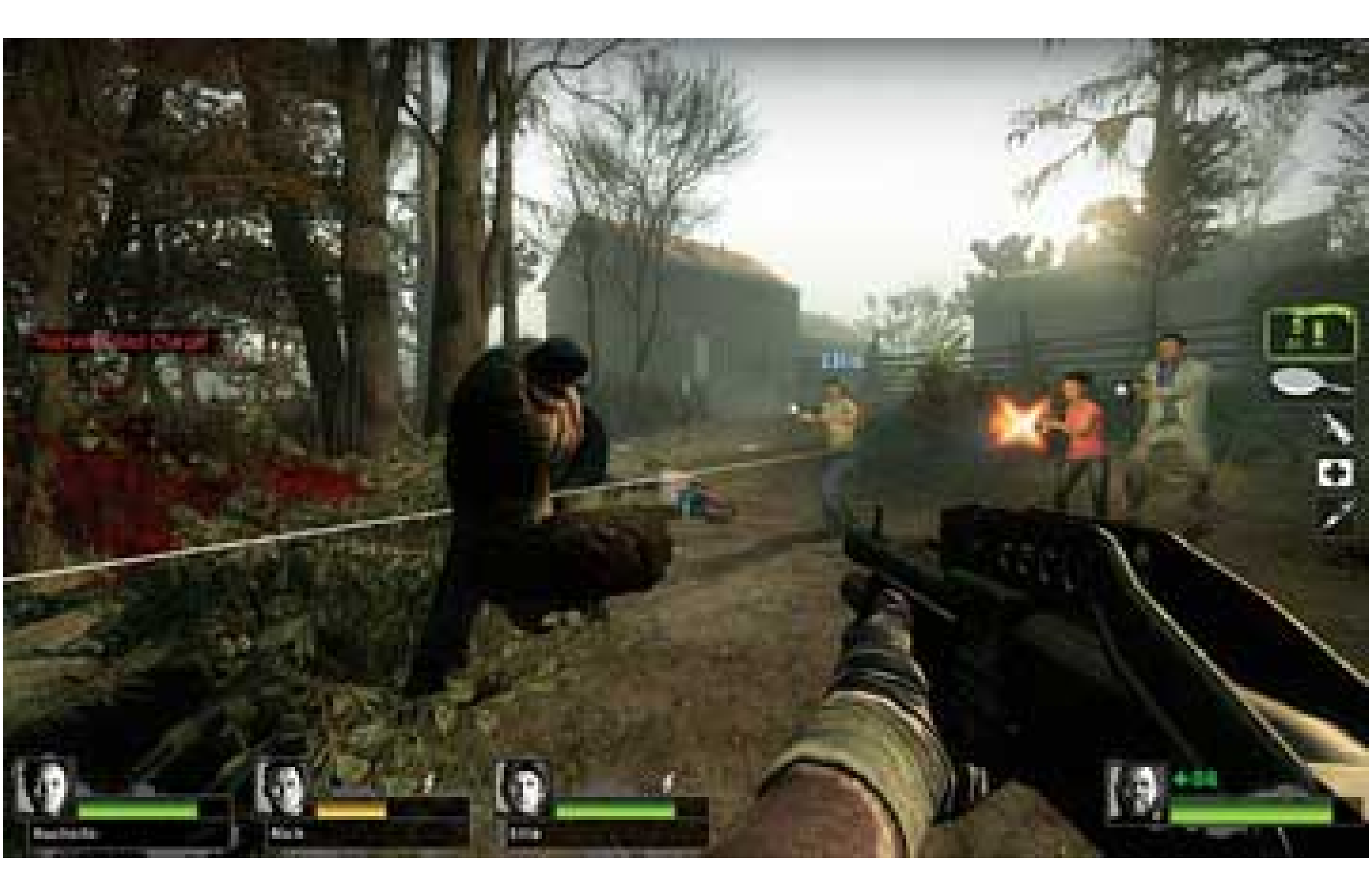
Slaughter in the Shrubbery

Dawn breaks in the east (straight ahead of you). After completely tooling up in the Safe Room, swing the door open, and begin a methodical head removal of the shambling corpses in the low bushes, pond, shrubbery, and near the trees in the garden you can see.



Start

Keep a teammate inside the Safe Room so you can return and access additional ordnance. Highly accurate or scoped weaponry is advisable here so you can easily deal with any wandering threats as you edge forward.

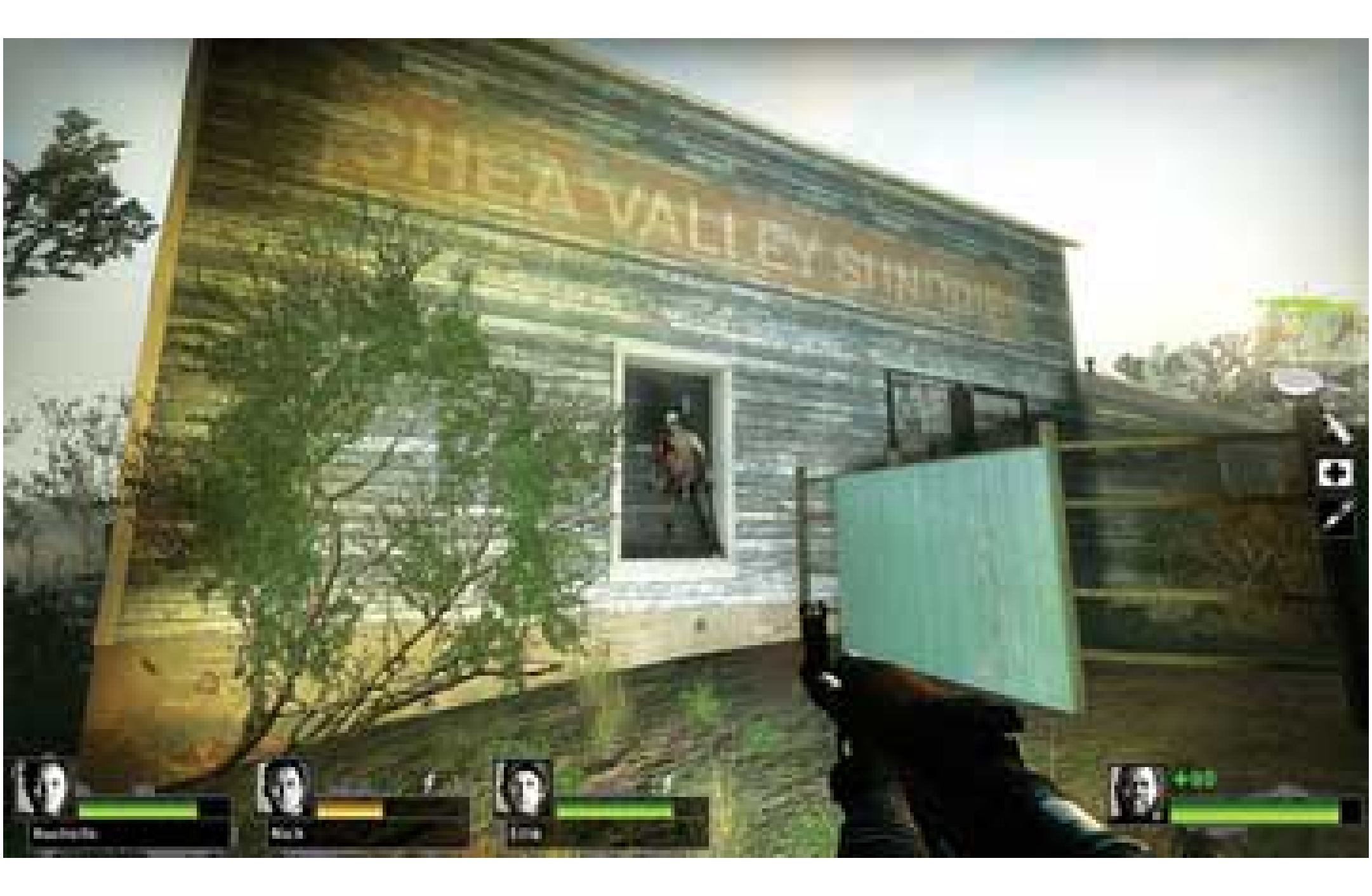


8A

Follow one of the paths, taking care not to overstretch your team's positions, especially if Special Infected appear to tear into you (picture 2). Follow the gaps between the undergrowth to easily access the initial buildings in this small village, fanning out so you can attack foes from different directions.

Shea Valley Sundries

There are two ways to enter the village: the first is to simply dash through the open gate next to the warehouse marked "Shea Valley Sundries," and the second is to encroach on the warehouse itself, leaping into the open window, and taking any cover opportunities while a couple of your teammates step around the corner and head into the main street between the two rows of shanty shacks. The Sundries building usually has one or two items of interest to plunder, as well as the added cover.

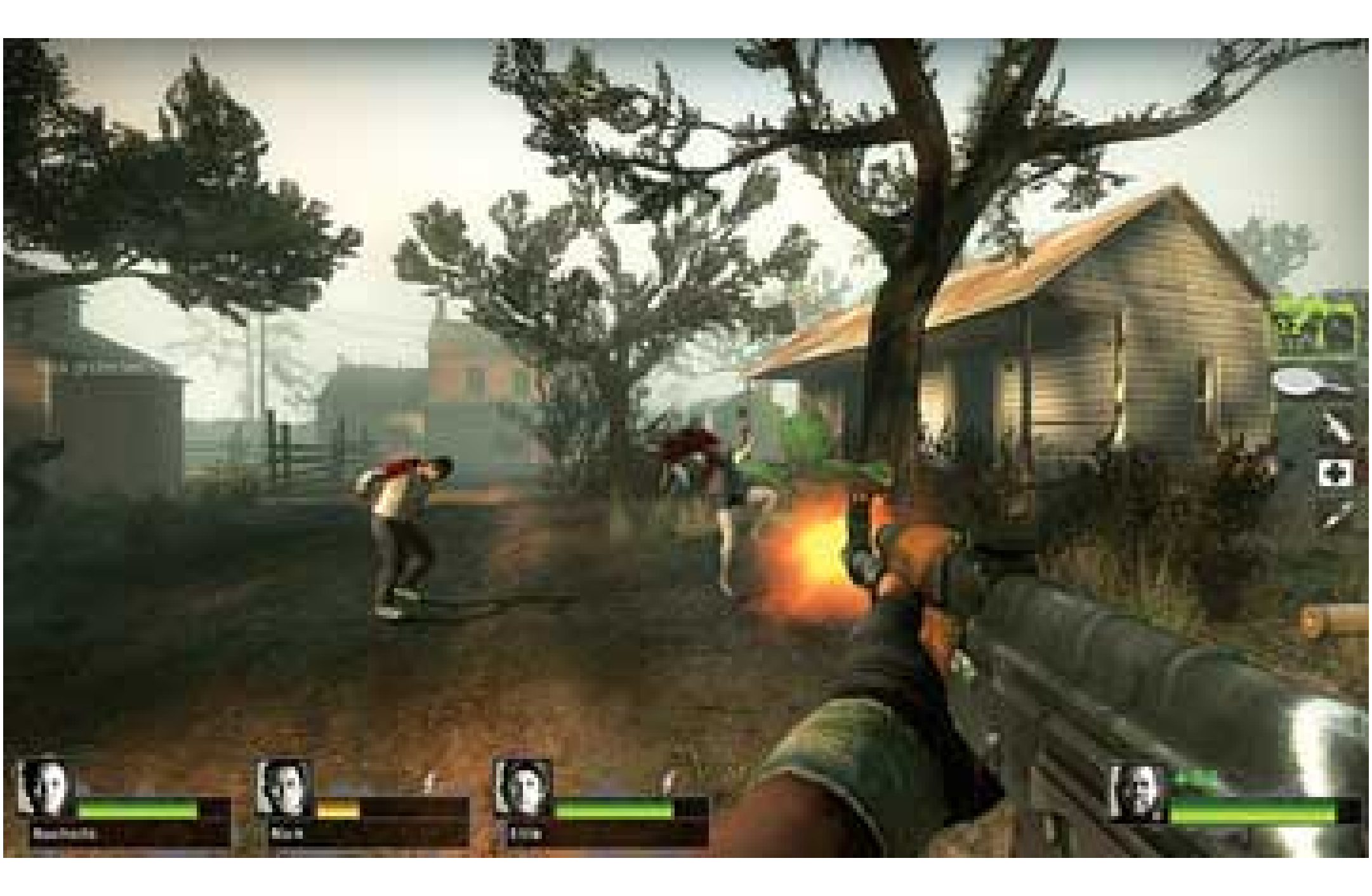


8B

Shea Valley Village

Battling through the main village thoroughfare, or choosing any of the shacks to hide in as you progress—each method has benefits and shortcomings.

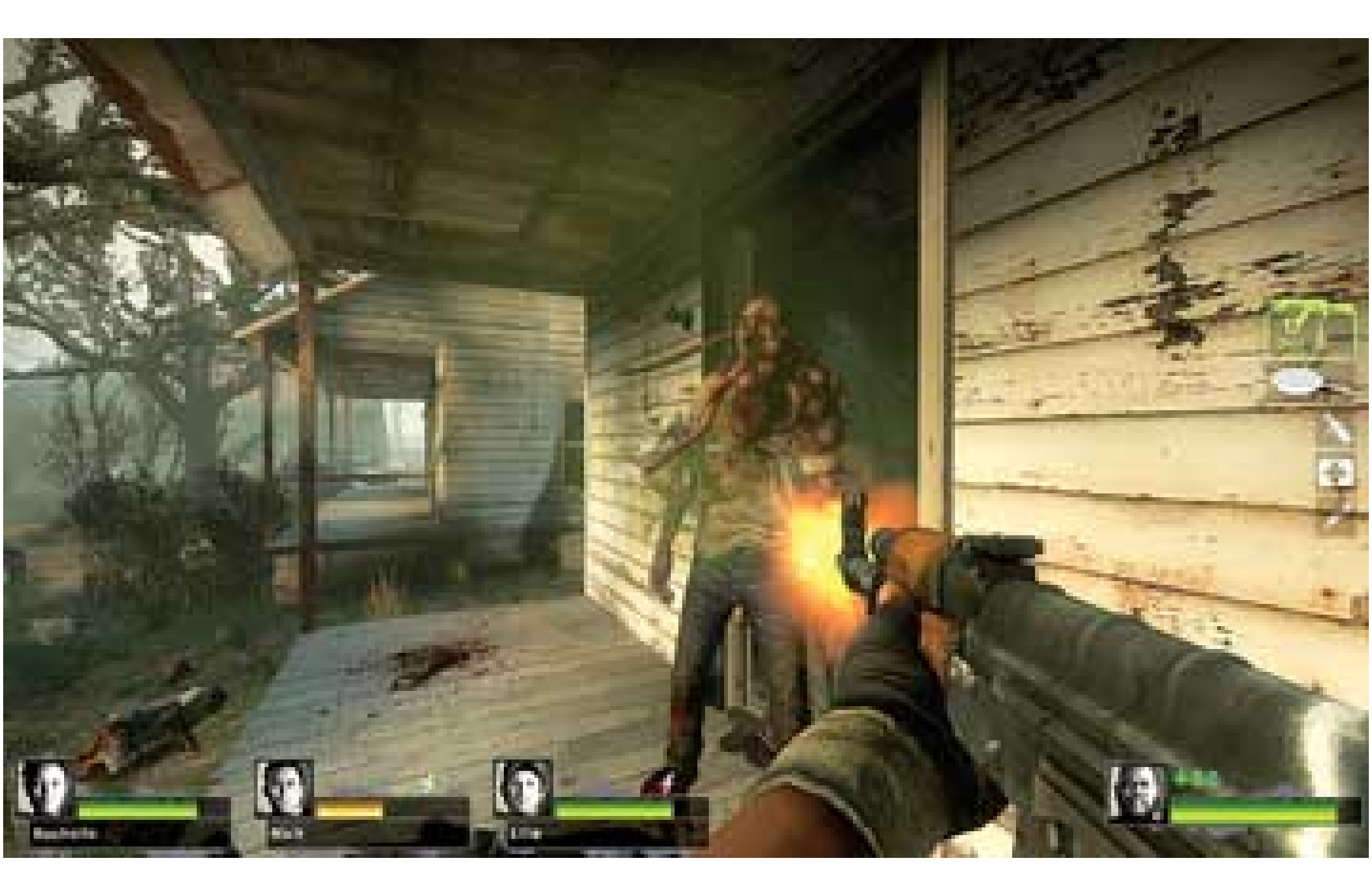
Staying on the main street is a great idea if you have a few Belt Items you want to throw to hinder the Infected masses; Pipe Bombs, Molotovs, and Bile all work well, as you can then enter any of the shacks and gather additional supplies. (Each of the five white shacks may have an item to gather.)



8C

However, keeping out in the open allows Special Infected to home in on you, and crowds of Infected to mass around you if, for example, you've been vomited on by a Boomer. Your lack of cover can be problematic unless you're watching for Special foes and watching each other's backs.

Staying close to the small shacks (picture 2) allows you to uncover a possible hiding place for a Special Infected (in this example, a Smoker). The five shacks offer protection from the main street, although there's one way in and out, so you need a colleague to guard the entrance. Try not to be overwhelmed if you execute a shack-to-shack search.

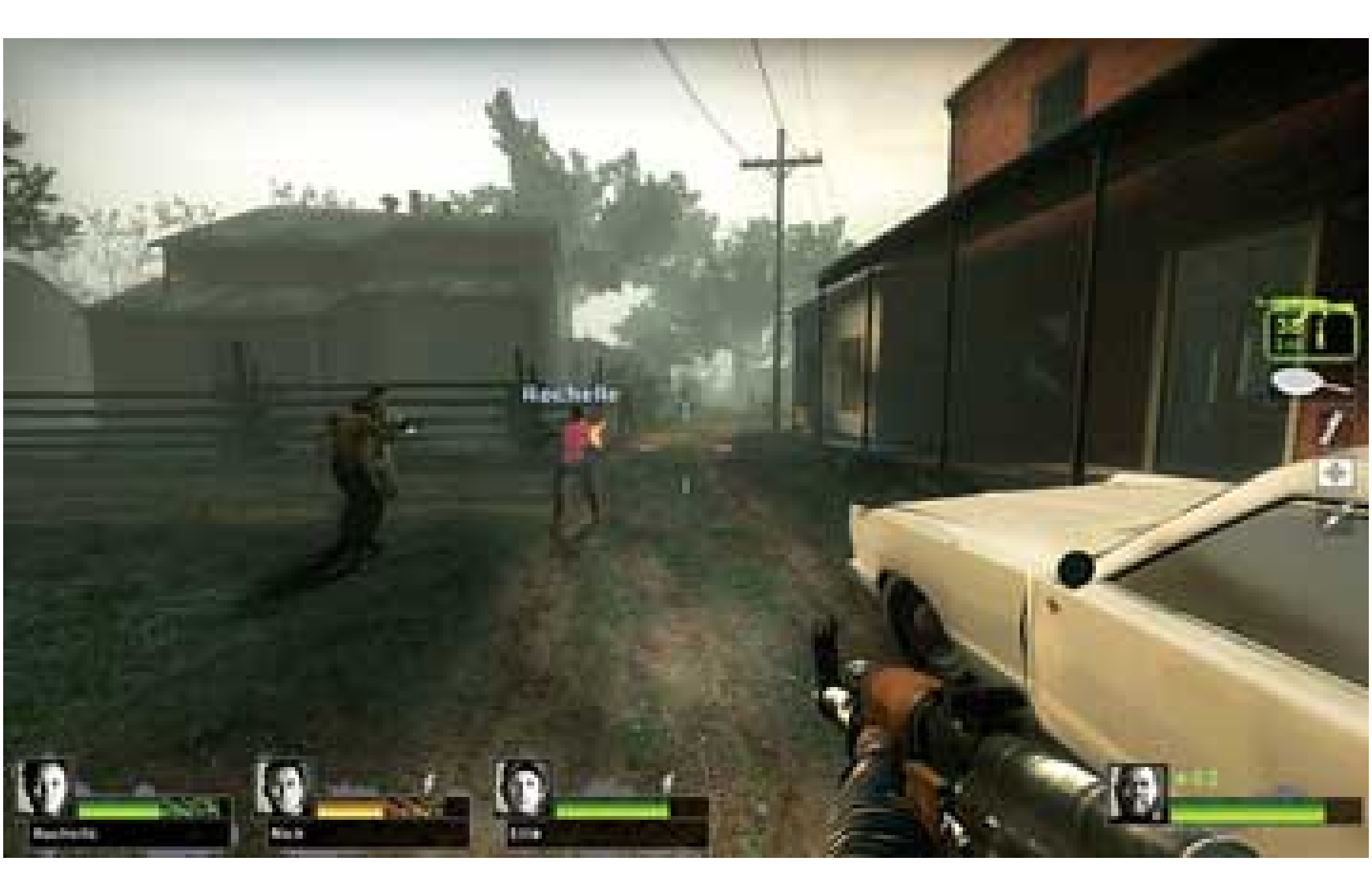


Tip

The many doorways (at the entrance to each building, for example) make fantastic places to hold, with one teammate armed with a melee weapon, another behind with ranged weaponry, and two other teammates in another location attempting cross-fire takedowns.

Farmstead Investigation

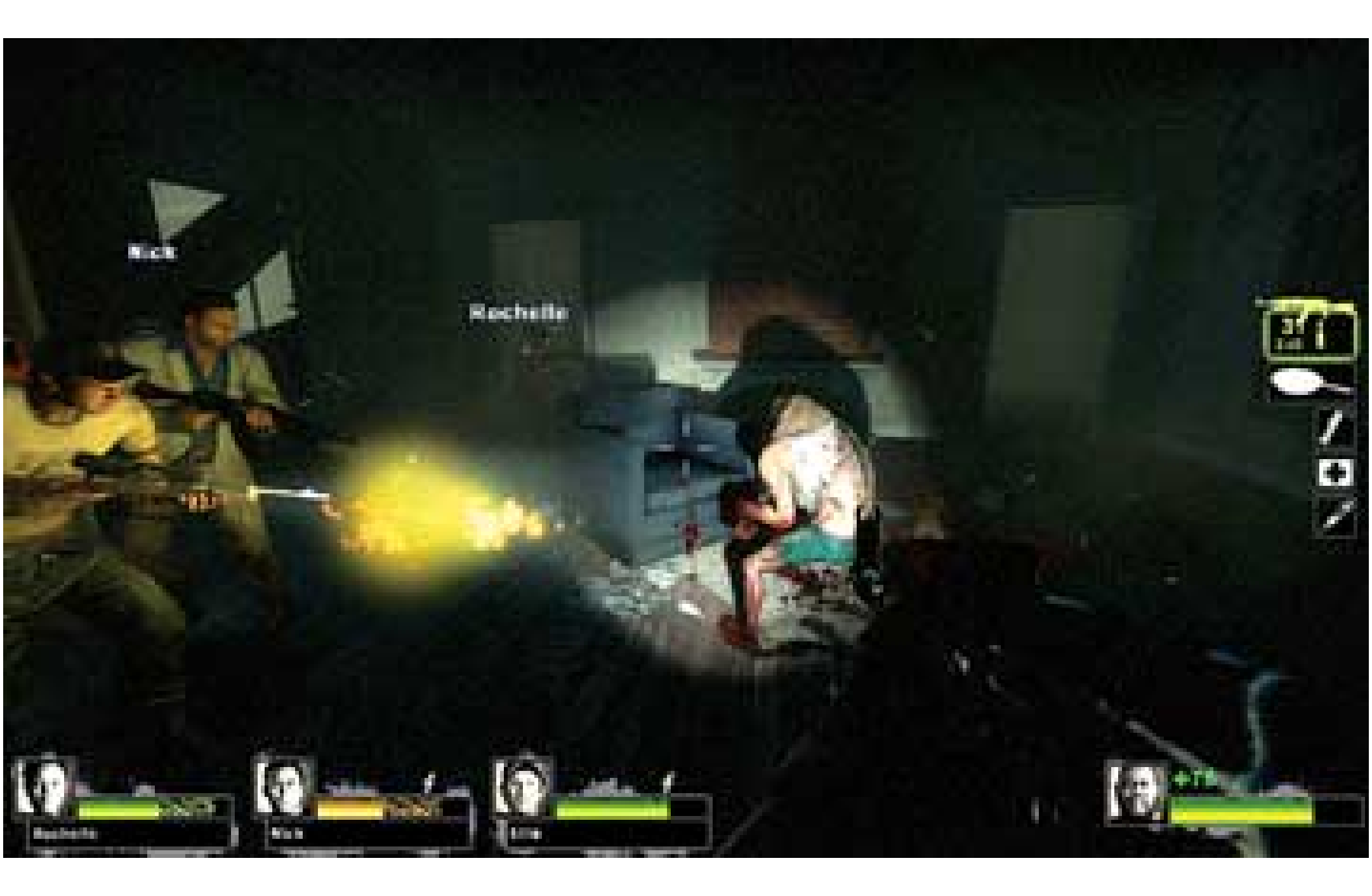
At the end of the street is a barn on your left and a red brick farmstead ahead of you, near a couple of parked vehicles and some outbuildings you can't access. The barn may have a lurking foe or two, and a second floor that you can use to snipe up the road to Location 8F.



8D

But the main area of interest is the farmstead itself. Clear this end of the road of foes, and while two of your team guard the entrance and fire toward the tractor, enter the building.

The farmstead is a favorite ambush spot for Special Infected (picture 2), so prepare to repel whatever unspeakable entity tries to savage you.



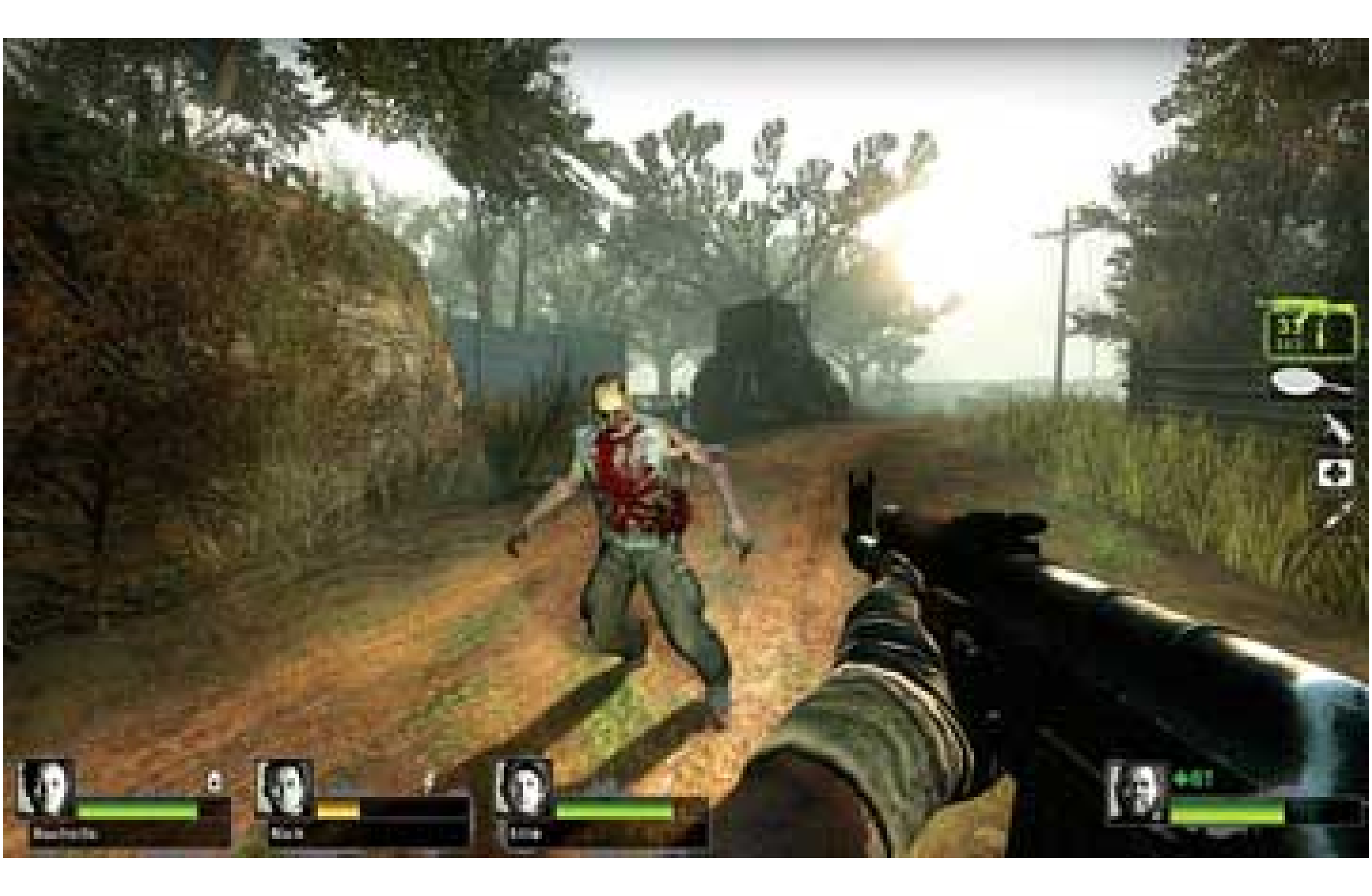
Check the interior rooms for items before heading upstairs to the bedroom and then out of the window to the porch roof, where additional supplies and an excellent vantage point can be obtained. You can thoroughly clear the road toward 8F from here, too.

Tip

A mixture of dark, cramped chambers and the ever-present possibility of a rush of foes means melee weapons can be helpful inside the farmstead. So can appointing a teammate to guard the front door from the inside.

Up the Tractor Trail

This picturesque track is marred somewhat by the frothing Infected ready to pounce along the hedgerow and tractor as you advance up the lane.



8E

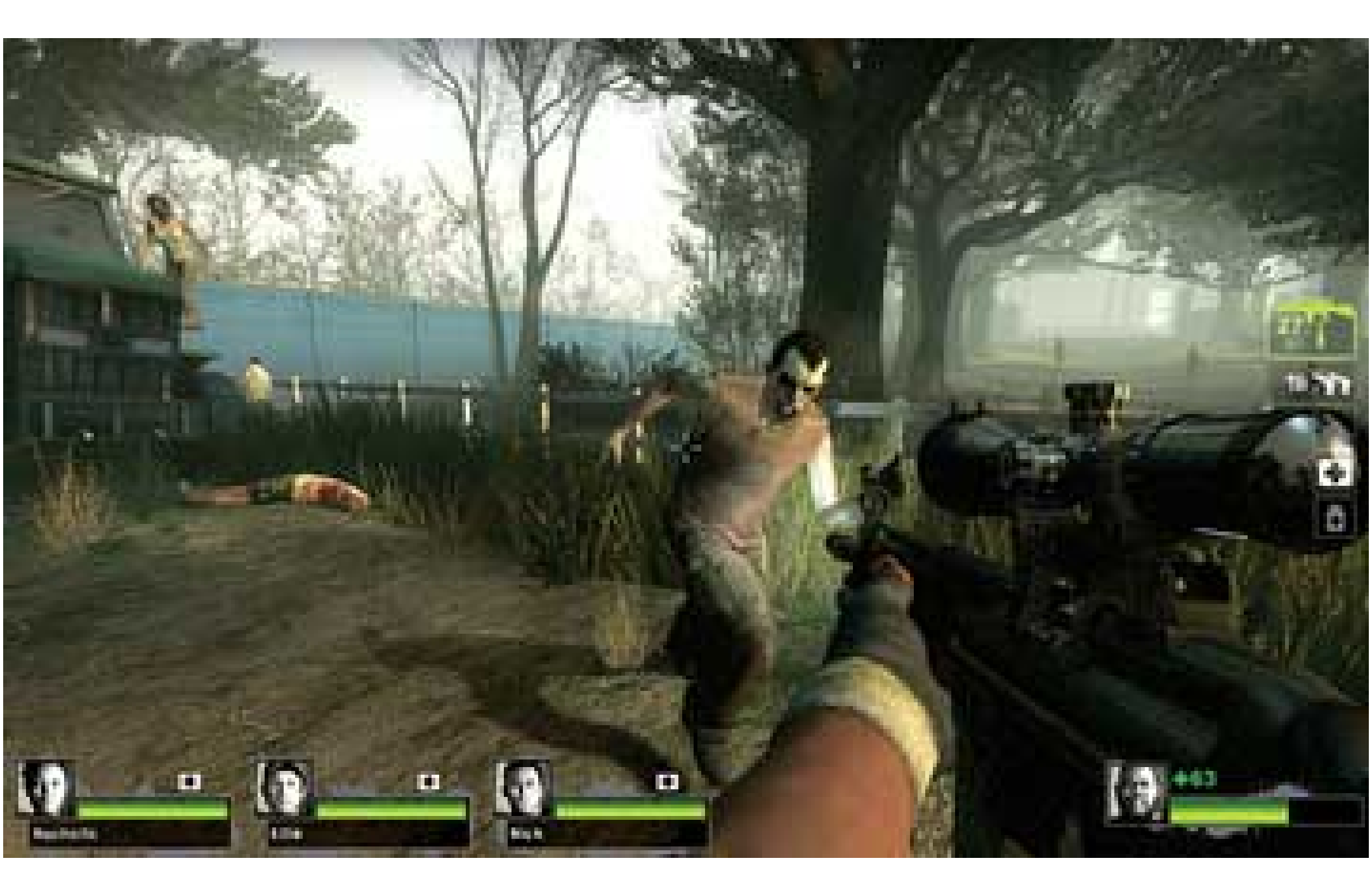
Spread out into a diamond pattern, with one of your team checking behind periodically for a sneak attack. Cull anything that isn't weeping sorrowfully; you don't want a Witch to impede your progress.

Tip

Before you pass through the gap in the white wooden fence, you may wish to attract any Infected lurking in the area by lobbing Bile and then massacring everything; Infected take extra time clambering over the fence and tractor, which makes them easier to cut down.

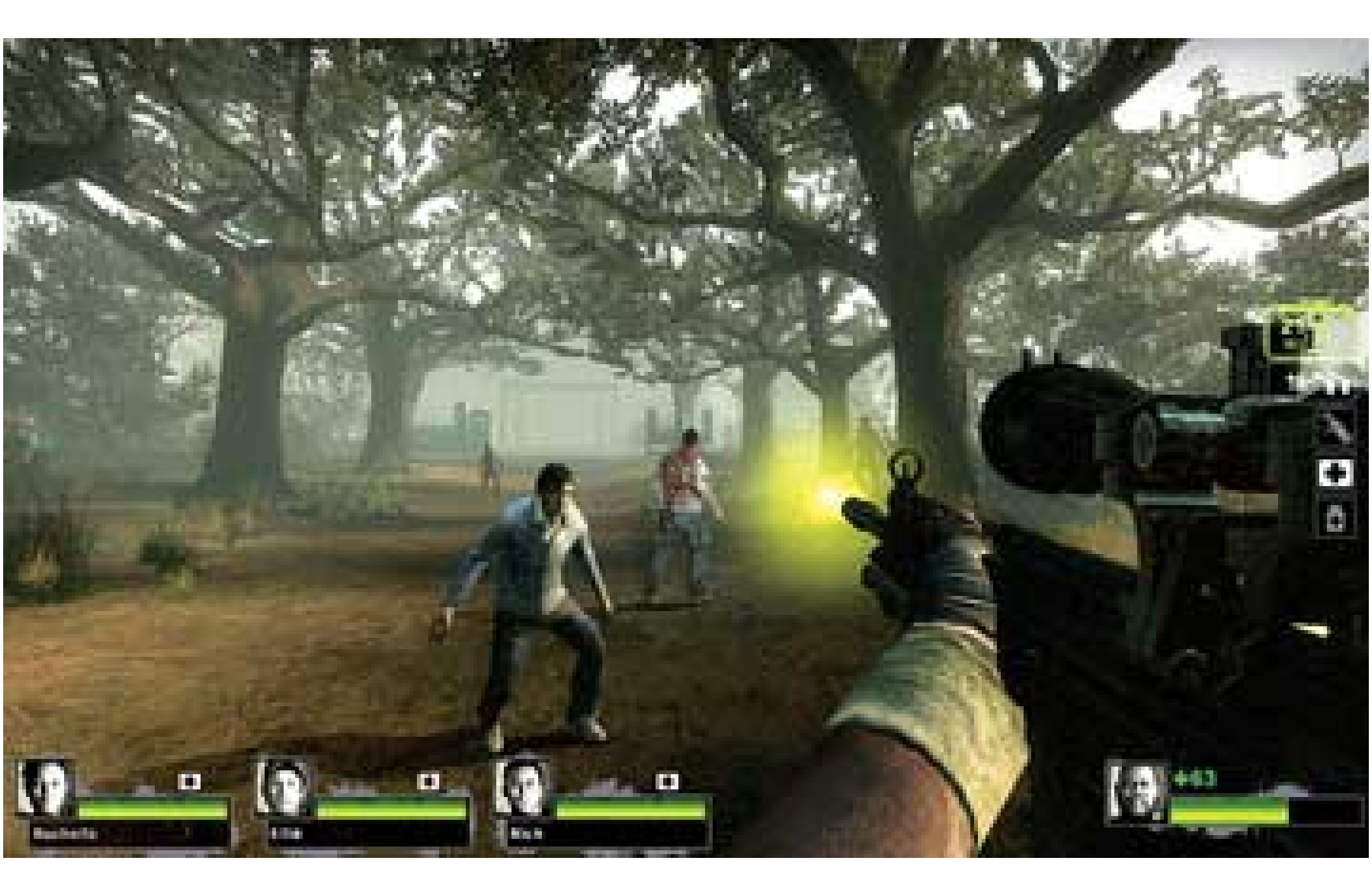
Mansion Entrance

Pass the tractor (picture 1) and hop the fence or enter the driveway with all of your teammates offering fire support while you cleanse the area. As the Infected don't climb ladders, you could attempt a sprint to the mansion, but this may become problematic if you're caught by a Special Infected.



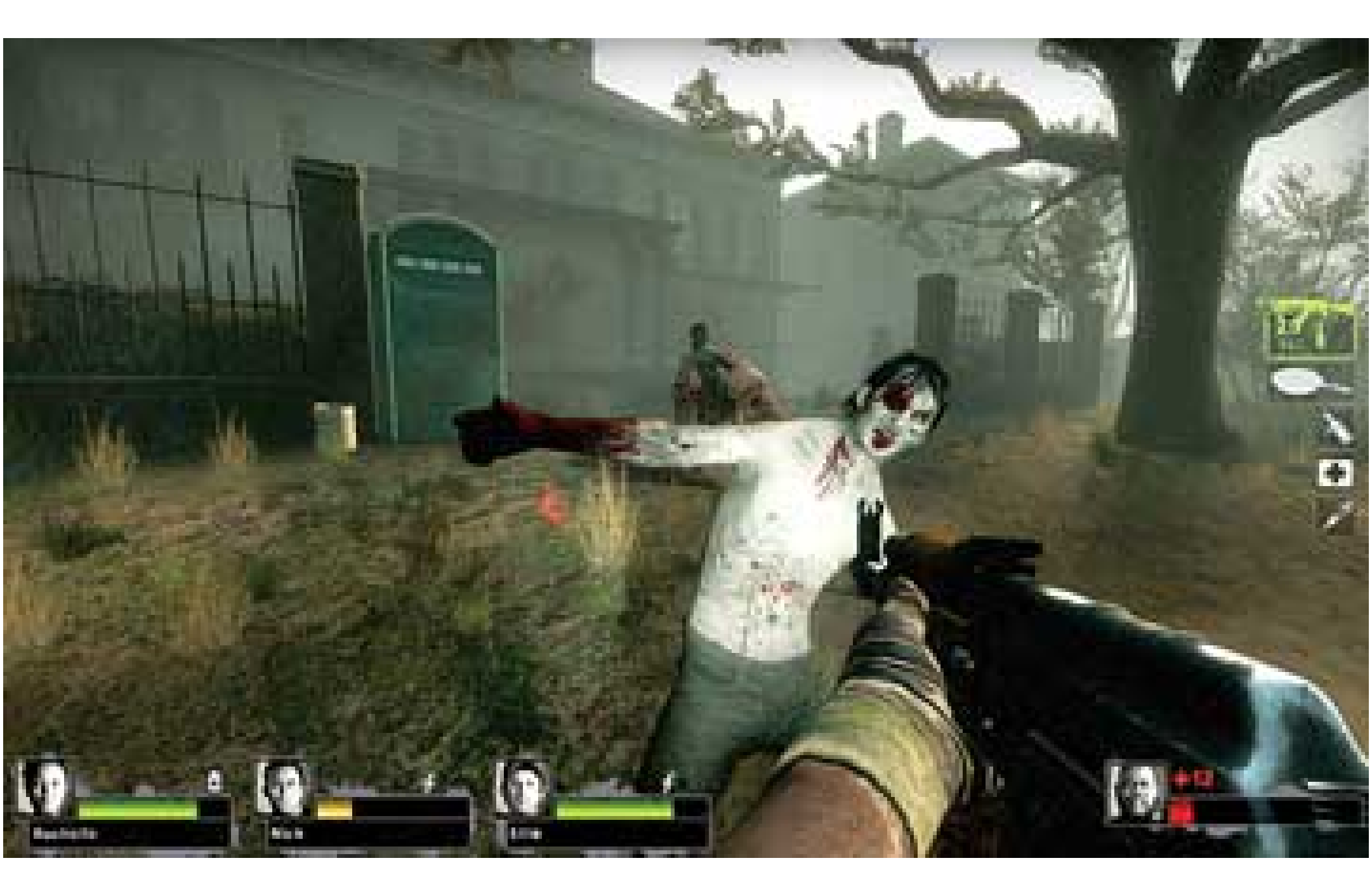
8F

If a number of foes present themselves, this wide and easily navigable area (picture 2) is the perfect place to stop a swarm with a thrown Pipe Bomb or other, similar Belt Item.



8G

As you reach the entrance to the mansion itself (picture 3), ignore the doors or building containers nearby and look for the yellow ladder to the right of the main entrance, on the building exterior.



Ascend immediately, and (if you're first), stand on the porch roof and offer covering fire for the rest of your team as they reach this point. Then hurry into the open window (top floor, far right of the central part of the mansion).

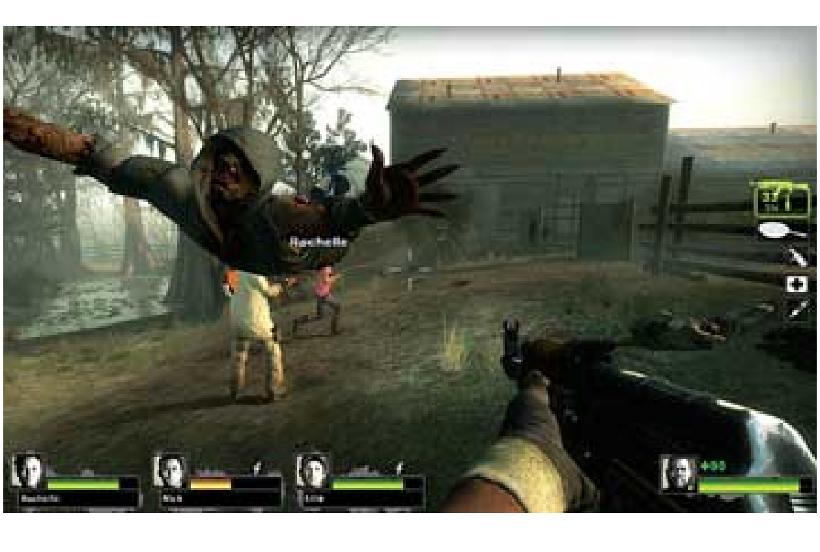
Tip

The wide drive, the expanse of grass and large trees, and keen eyesight should enable your team to slowly advance up the plantation mansion entrance without being ambushed by Special Infected, or overwhelmed by the usual shambling atrocities. Each teammate should choose a direction, and yell if anything horrific charges in.

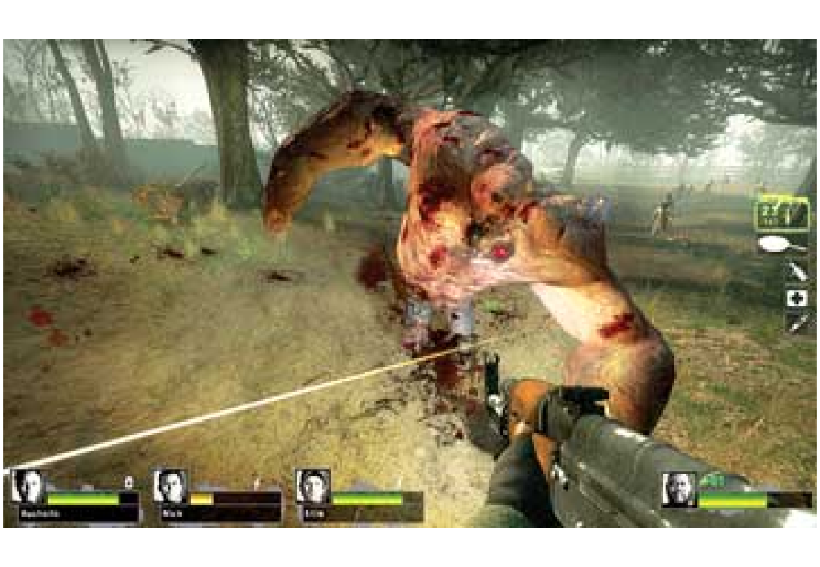
Caution

It is incredibly important for all of your team to reach the open window and fall into the mansion together because once you drop through into the mansion, you can't return to Area 8 at all. If there's a Survivor straggler thrashing about after being struck by a Special Infected, they can't be rescued! You have been warned!

Effective Infected

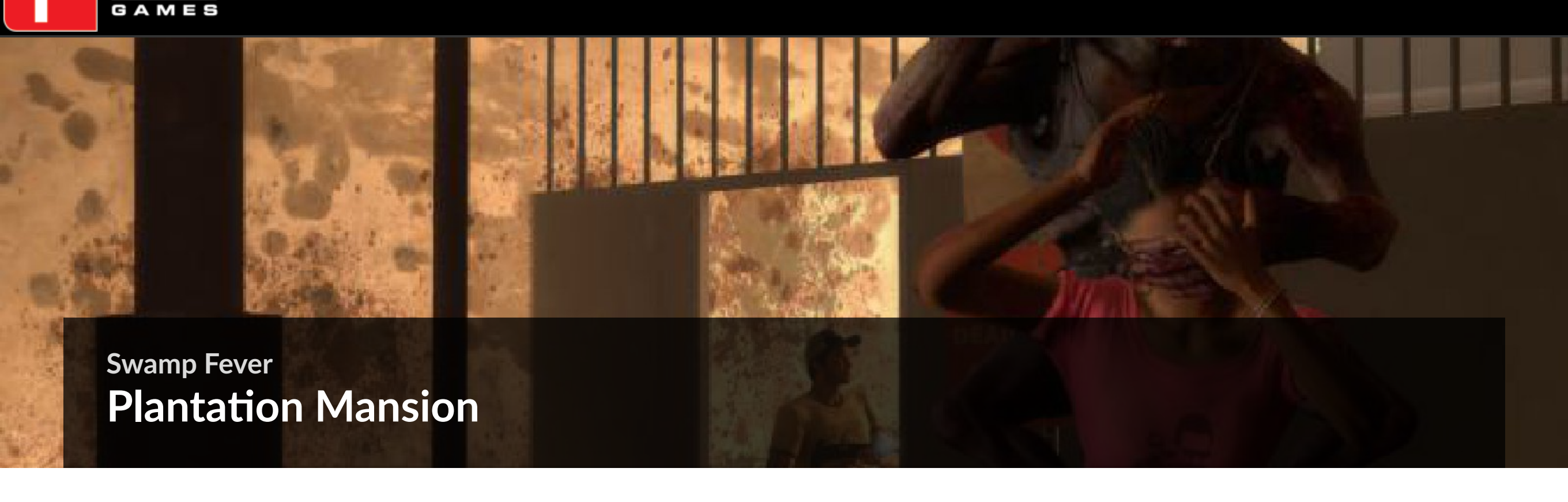


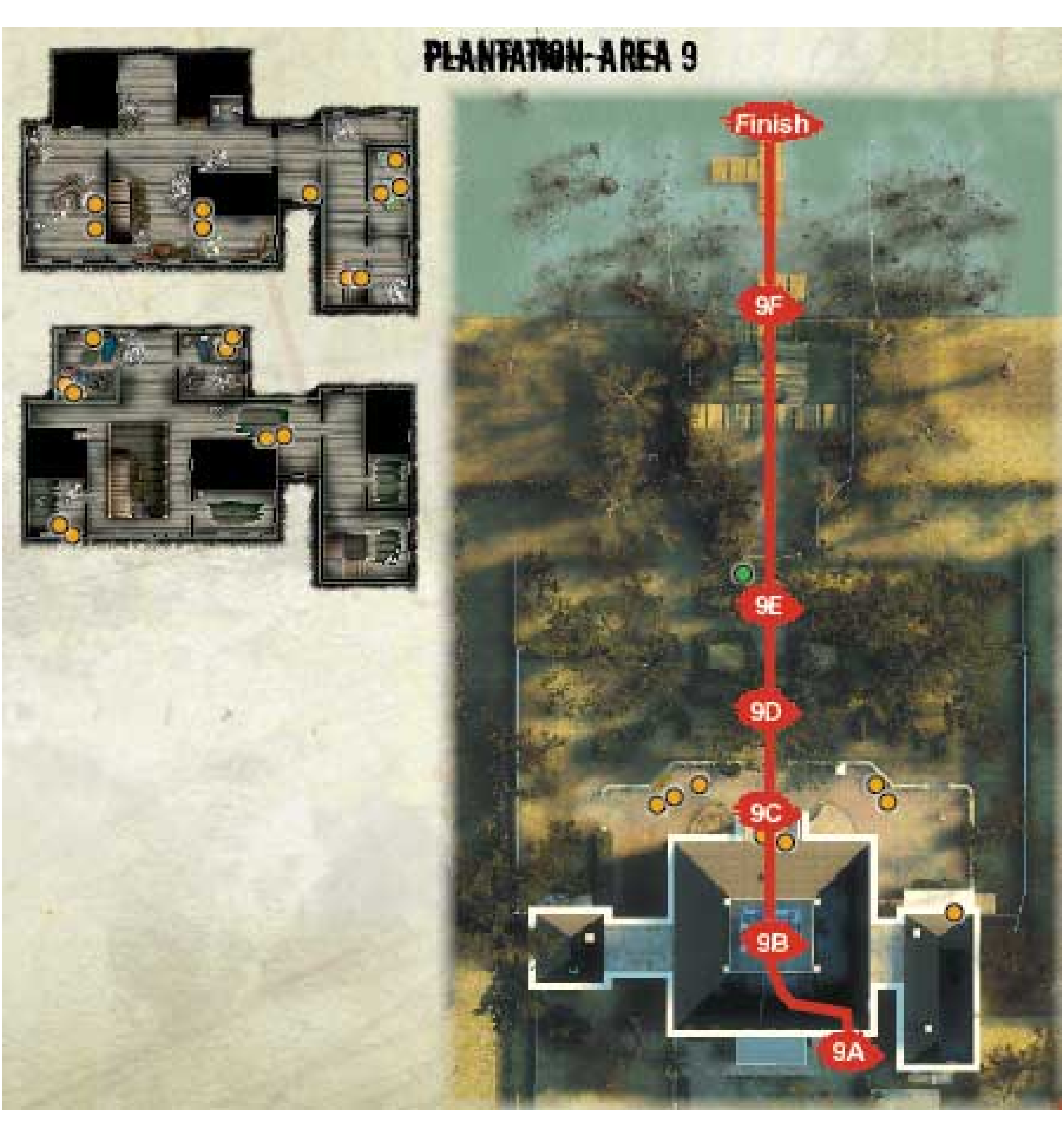
Are the Survivors becoming careless and not searching every building or checking every alley or rooftop? Then you can leap from the shadows of a window, roof, or thicket (picture 1), and weaken a straggler significantly. As your foes progress through the shack village, attacking them from opposite angles, using the main thoroughfare for a charging Charger, or pulling humans into shacks, are all viable tactics.



At the Farmstead or barn, you can rely on staging an ambush in the confined darkness. You can also wait for your human enemies to pass you by, then saunter after them as they near the tractor. As the Survivors progress up the oak-lined entrance (picture 2), the open space and good visibility are a hindrance to your slaughter, so concentrate your attacks on them just before they reach the entrance, or at the mansion ladder itself.

As the drop into the mansion is a one-way access, grabbing a straggler and throttling them means they can't be rescued by their teammates—a key tactic to try when your Spitter isn't gobbing all over the open window.

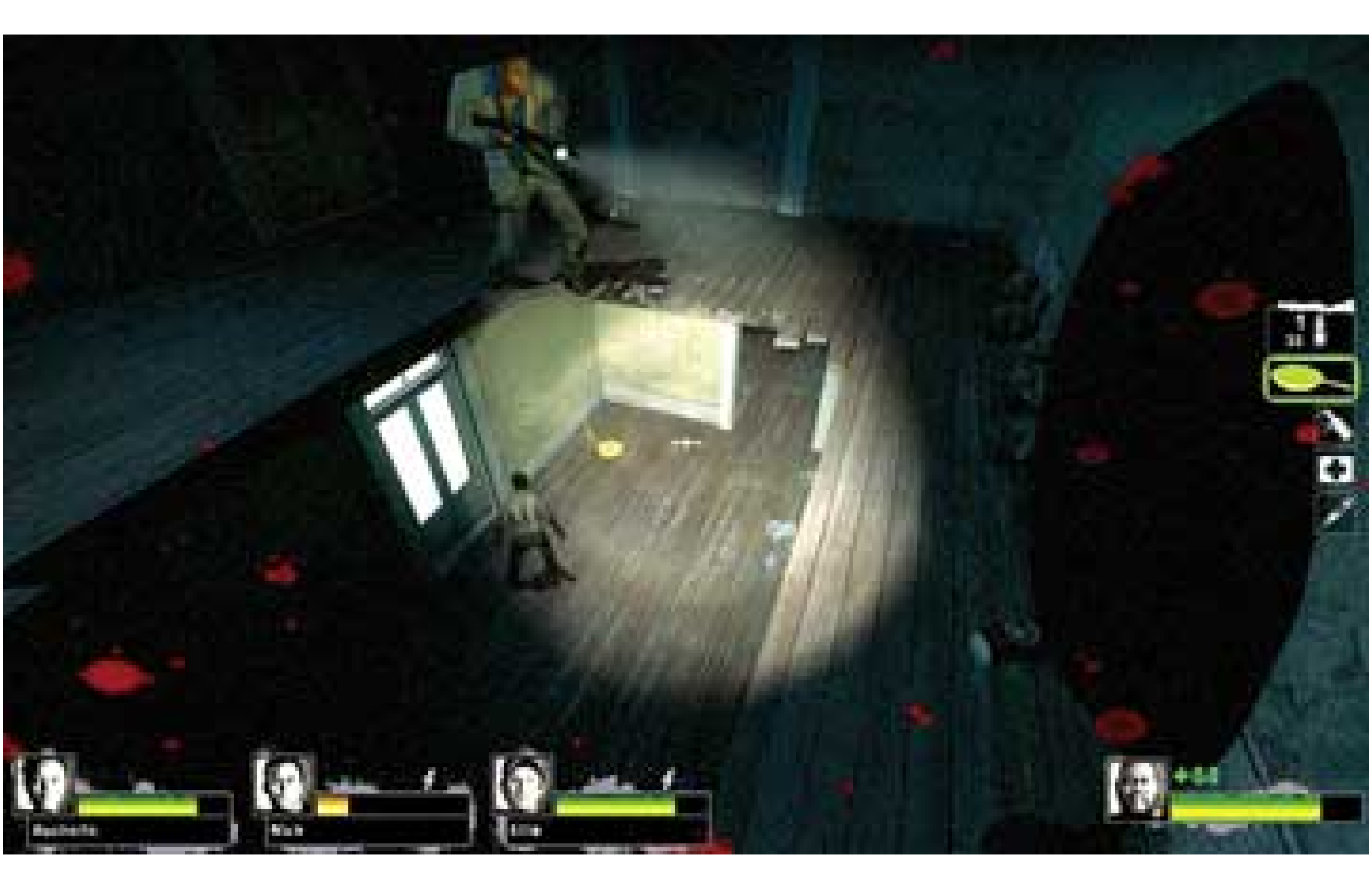




Mansion Interior Exploration

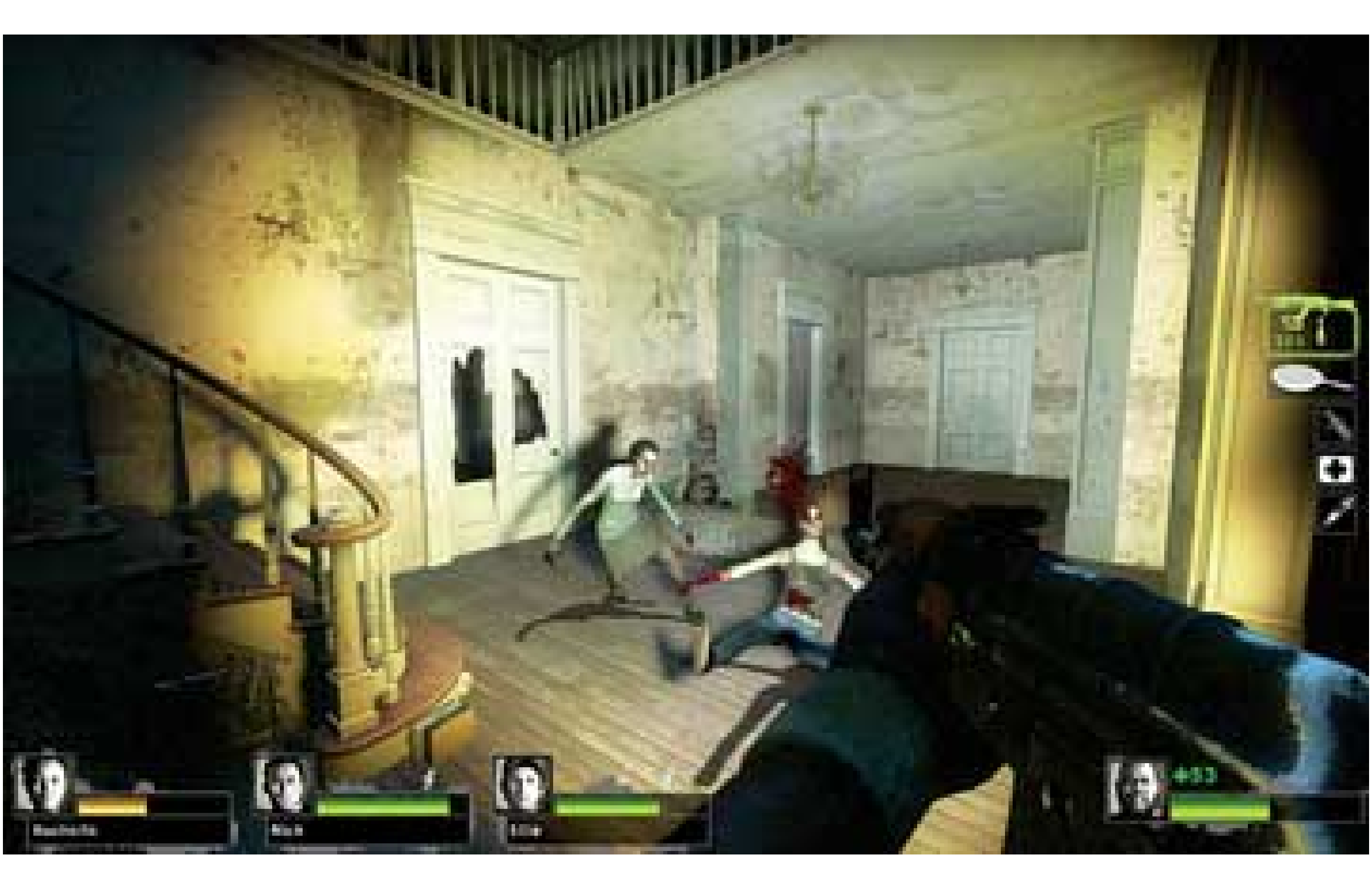
Enter the upstairs chamber with the teddy bears along the wall and a drop down to the floor below. This is the only way onward, so descend, but first rake any enemies from the safety of upstairs (picture 1). You don't want to be savaged or vomited upon by a Spitter in this enclosed area.

As you exit this ground-floor room, you can simply turn right, ignore the once-grand staircase, and sprint for the main door leading onto the lower balcony (Location 9C). This is the quickest route outside.



9A

A much better idea is to thoroughly ransack the mansion, taking out Infected that might otherwise attack you during the finale combat, but also collecting a wealth of randomly appearing items from most rooms. Remember, there are two floors and two wings of the house to search through, as well as two staircases and an entire upper balcony that provide excellent sniping spots.



9B

Utilize the guide map to plot a tidy room-by-room search with one teammate opening the door, the second entering the room and securing it, while others guard the rear and check for ambushes from behind.

Caution

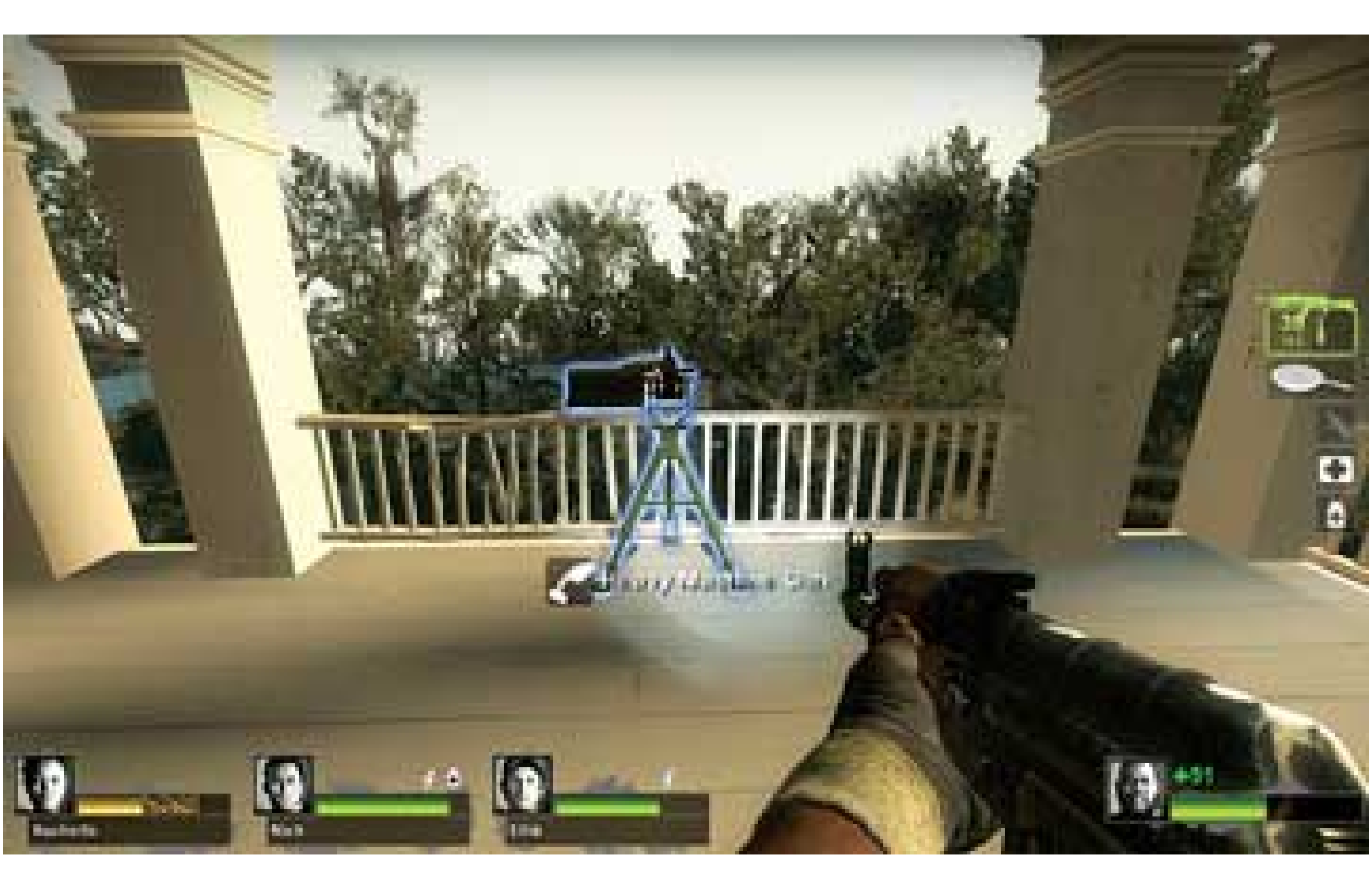
The mansion has a number of missing floorboards, which your team should either edge around, leap over, or even drop through on purpose, rather than fall back through in a state of blind panic. Watch your step.

Tip

Collect as much as you can from inside the mansion, but also remember (and let your comrades know about) any supplies you didn't take, so you can easily return to the mansion, grab the items, and head back outside to fend off foes during the finale. For this reason, collect items in rooms that are far from the outside balcony first, so you don't waste time searching for them.

Mansion Balcony Exploration

Before attempting to flee, it is wise to learn the mansion's more defensible areas; the balconies facing the rear gardens are just such a location. The balconies are just above the ground as well as on the floor above, and the upper balcony (picture 1) is reached by heading up either interior staircase.

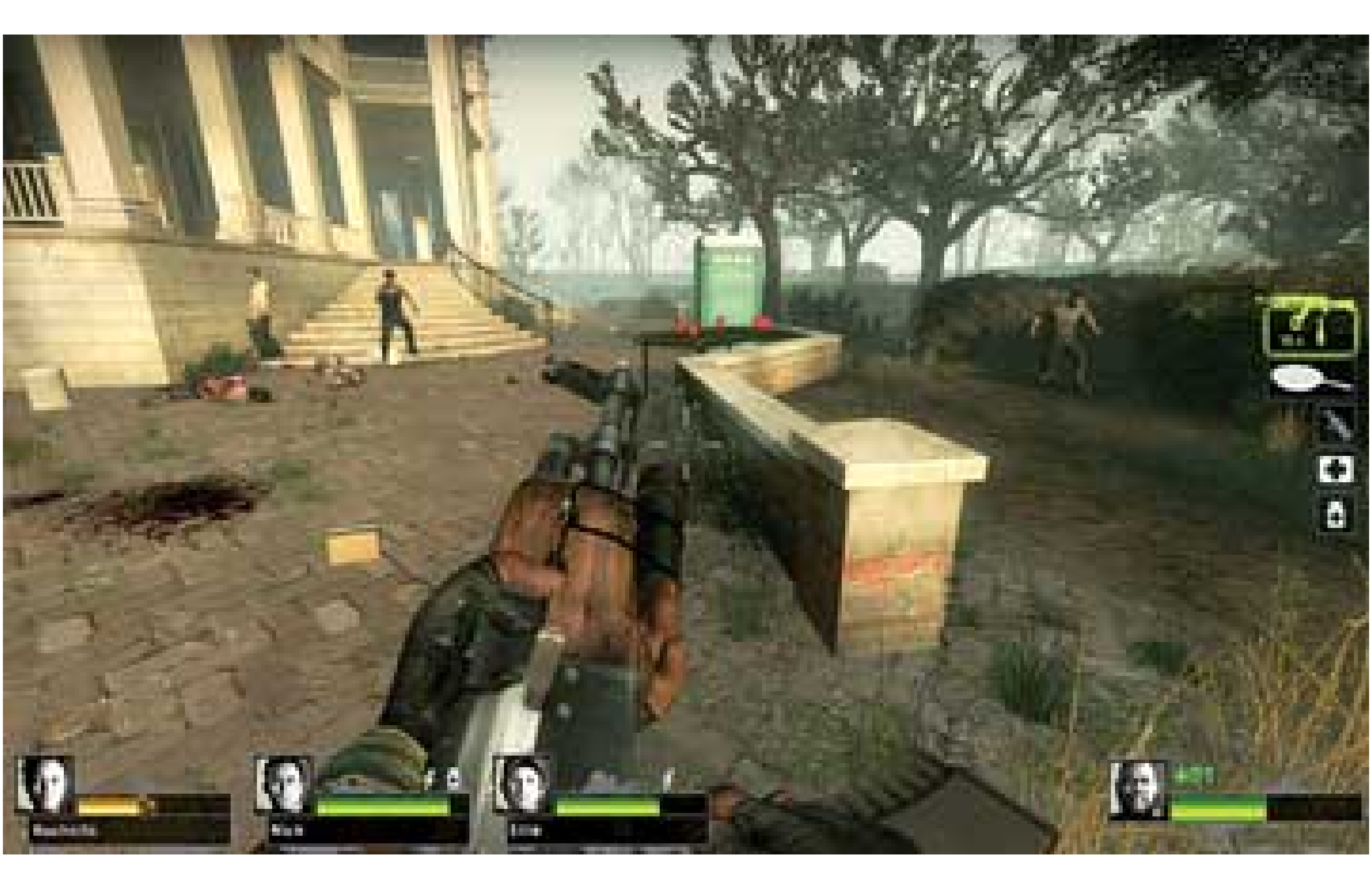


9C

The balconies have both tactical advantages and disadvantages, but there's also a Heavy Machine Gun Turret (AKA Minigun) on the central upper balcony. This can ease combat if utilized properly.

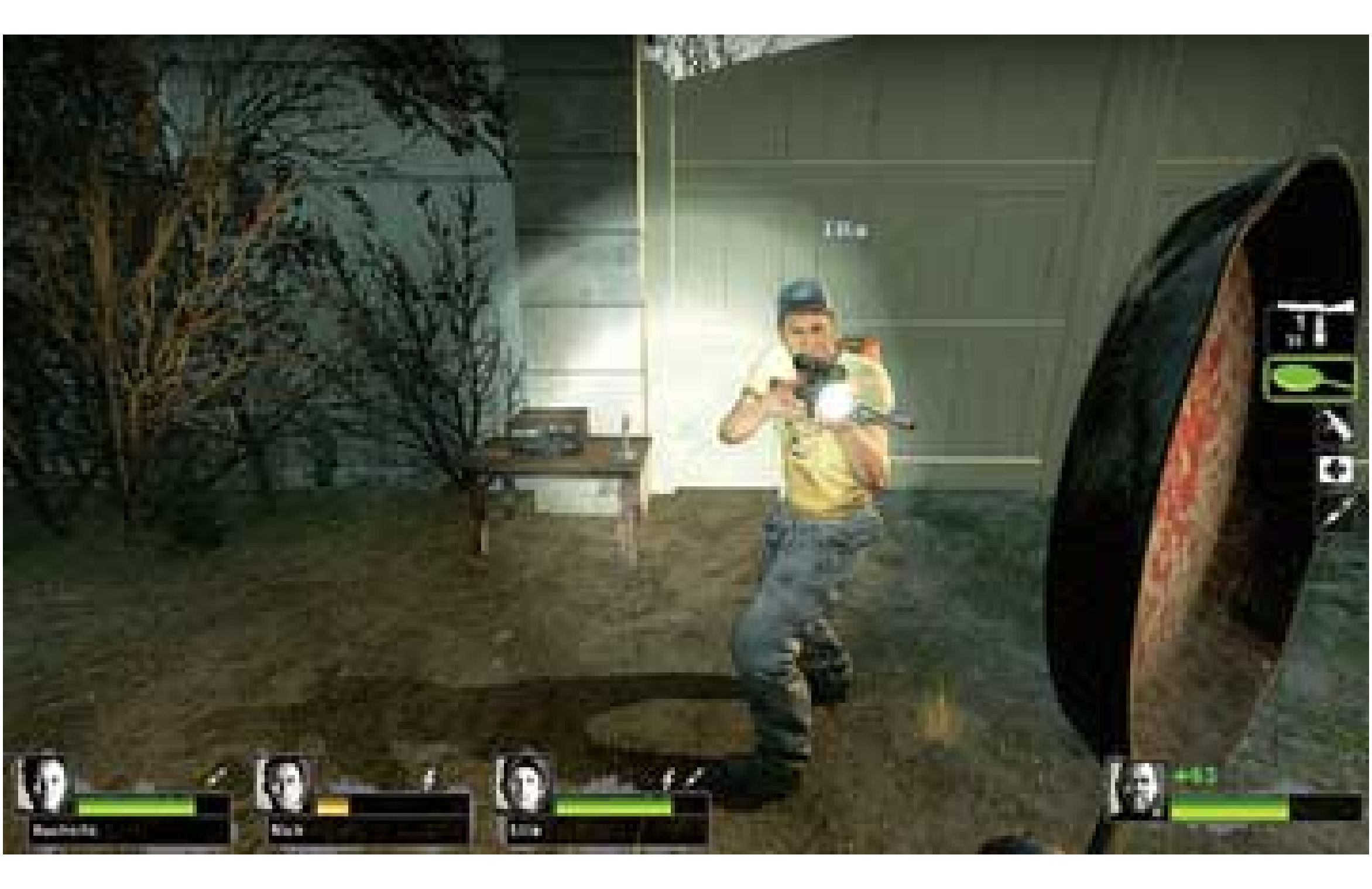
Mansion Gardens Investigation

Now slightly overgrown and featuring scattered Infected lolling about, the rear gardens can be a confusing place. Learn the layout of the hedges from the guide map, and then check out the gardens. Near the chemical toilet kiosk, on either side of the stone forecourt, is a table, which usually has some helpful items (including First Aid Kits).



9D

As soon as your team checks in, move through the gardens, launching into any foes that are an immediate threat (don't waste time searching for foes as you'll have plenty to cull shortly!). Then access the radio near the locked rear gates.



9E

You make contact with Virgil. Access the radio a second time and Virgil agrees to rescue you! Now it's time to sit back, sip a Mint Julep, and wait for your boat to come in...

Tip

Assigning tasks is another key plan if you're after a quick exit. If your team is more or less prepared for the finale, have one of your squad sprint down the middle of the gardens to the radio while others grab any interior mansion items, so the finale can start with the minimum of needless combat.

Finale: A Vigil for Virgil

Hold the Mint Julep, and prepare for hideous and mass confrontations with countless Infected as the Horde appears with increased savagery! Your plan is to simply wait for help to arrive; Virgil detonates the gates adjacent to the radio when he's ready for you to come aboard, and that only occurs after you fight a mass of Infected, various Special Infected, and two waves of Tanks.

They appear over the perimeter walls of the gardens, as well as drop down from the mansion's roof. As tactical planning is the key to your survival, there are plans you can try to minimize your chances of being overwhelmed.

For example, you can split into two teams of two; the initial pair can man the upper balcony, with one person cutting down hordes using the Heavy Machine Gun while the other guards the turret from encroaching foes from each side (picture 1).

Meanwhile, the other two should move to the radio, and then back up toward the mansion forecourt, as it's a little easier to strafe around charging foes without hedges impeding your movements.

The low walls are helpful, too, as they can halt a foe's full-tilt charge, allowing you extra seconds to cut down enemies. If the balcony-based duo is doing their job, they can cut down most Infected while the others move onto the lower balcony.

Using all of your inventory is vitally important. Create a blanket of fire with a Molotov or meet a cluster of easily decimated Infected using Bile or the Pipe Bomb. Make sure you tell your teammates when you're about to throw a projectile (so only one is used at a time), and usually aim for the middle of the gardens where you'll attract the most enemies.

Similarly, it's definitely time to administer as many chemical enhancements as possible. Injecting Adrenaline (picture 2) not only helps you avoid the Tank, but can help you cut through foes with a melee weapon if you're low on your main weapon's ammunition.

However, there's a fine line between focused savagery and reckless bloodlust; don't wander into the gardens away from your team and get pounced on by a Hunter!

The arrival of Tanks (one or two at a time, in one or two waves with more Infected between the waves, depending on the difficulty level) becomes a real problem, as one strike from a Tank (picture 3) can really sting, knocking you off your feet.

Your friends may be too preoccupied to help. Therefore, it's good for all to focus on a single Tank as soon as it hops over the fence. Set fire to it, blast it with your hardest-hitting weapons (such as the Grenade Launcher, Assault Rifles and Auto-Shotguns), waylay it by covering it in Bile, and strafe to avoid its concrete projectile.

Tip

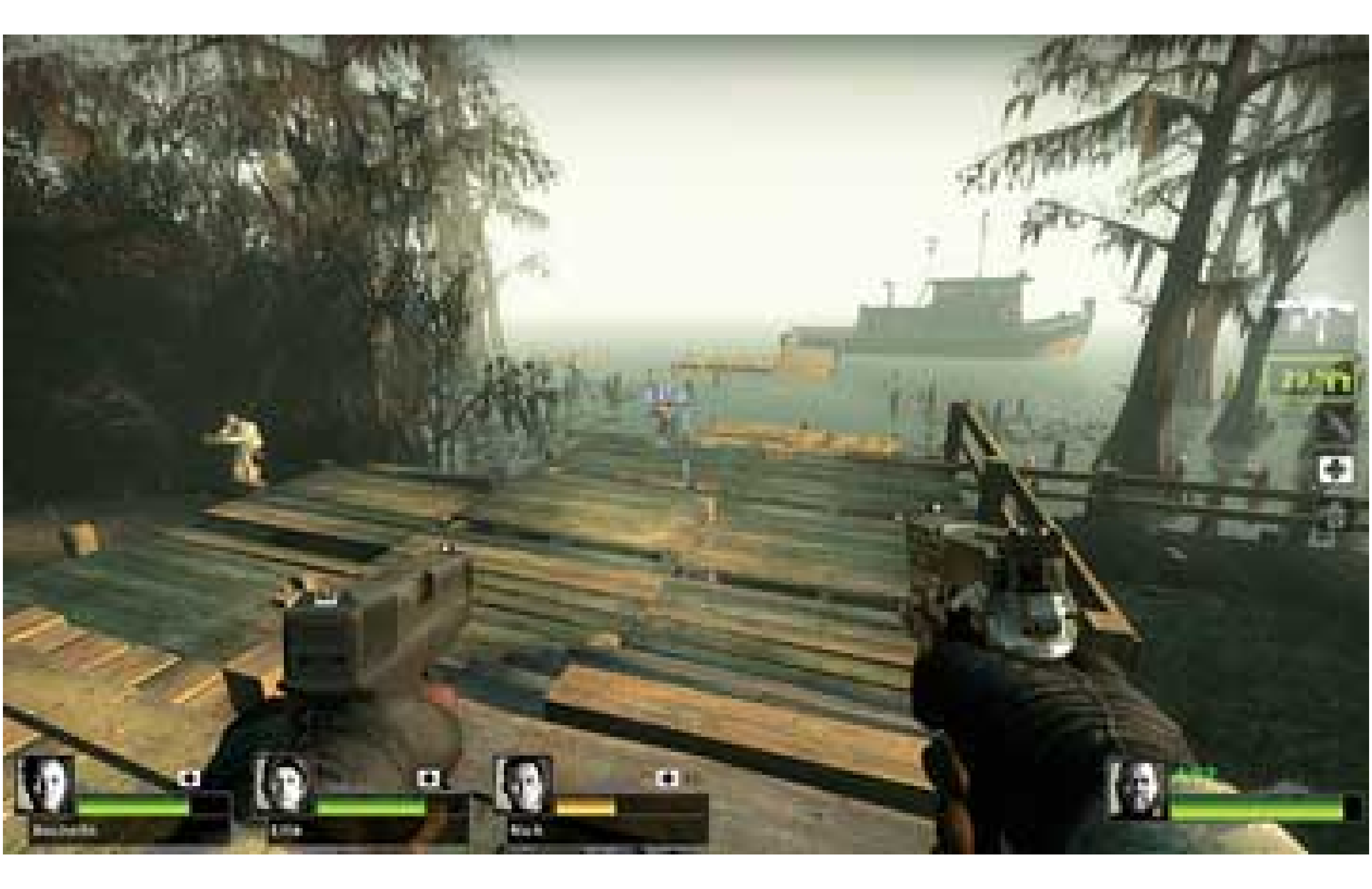
The top balcony can also be a problem to hold when foes are coming in from both directions, and a Special Infected (such as a Charger) can decimate your team due to the area's narrowness. Abandon the area and move to the ground if you favor more mobile takedowns.

Caution

Backing into a corner may seem safe because you have a long-distance viewpoint to attack foes as they close in, but being hemmed in, spat on, charged, and finally crushed by a Tank because you have limited lateral movement is a real problem. Stay moving, with your team focusing on mass culling and cross-fire opportunities.

Boat Escape

After the second wave of Tanks has finally been defeated, which should take place close to the radio so you can flee the area instead of wading through yet more foes, the white gates are ripped apart. You're able to escape the gardens, fleeing down a long jetty and across the water, to the waiting boat.

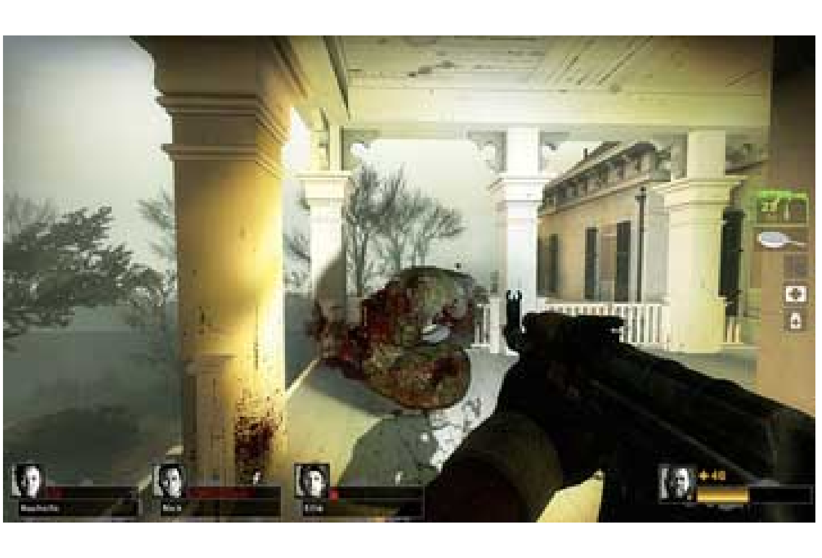


9F

Use Adrenaline if you want to sprint to the boat as quickly as possible. Stand on the boat itself, then cover your remaining teammates so they can run instead of slowly retreating; those Infected Hordes aren't slowing!

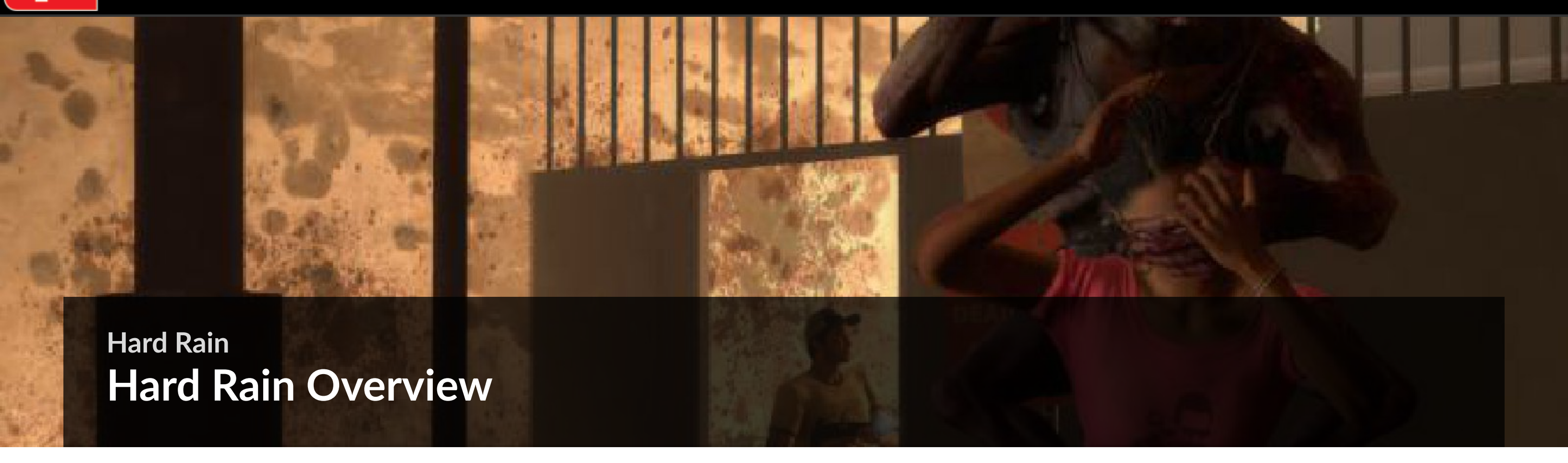
Effective Infected

The monstrous maw of a Spitter (picture 1) can be put to good use coating the mansion rooms with acidic spittle as the Survivors search the place for items. Try following your foes in behind them, and attacking the unwary who aren't looking behind or to the sides, instead of the trigger-happy foes ready for an ambush.



When the final battle begins, the location of your enemy Survivors shapes your tactics: If your foes are on the upstairs balcony, a Charger (or Tank) can line up multiple Survivors where the Heavy Machine Gun Turret is located and crash into one or more of them (picture 2).

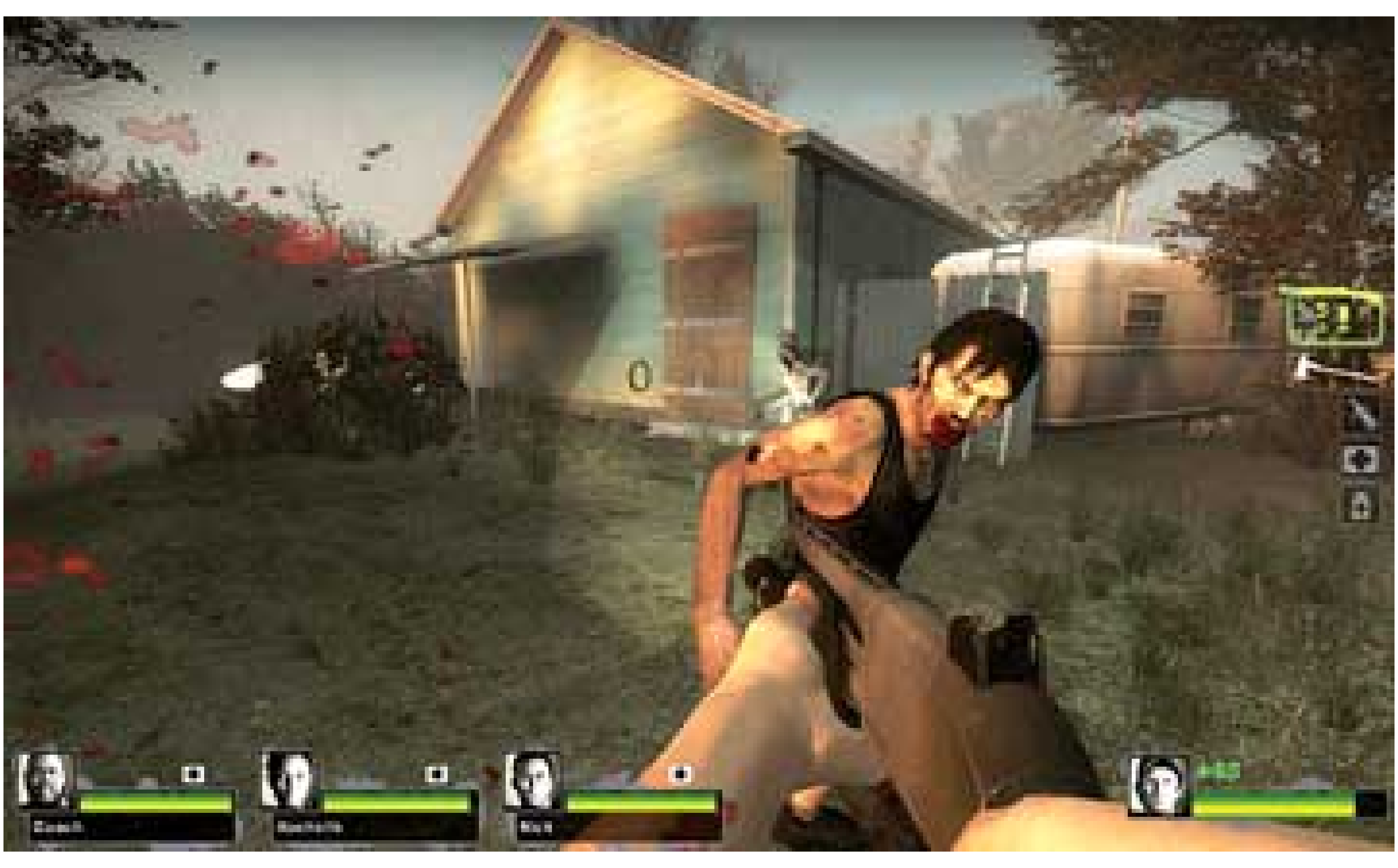
Otherwise, skulk around in the hedgerows, waiting to pounce on Survivors grabbing items from the tables, and always be on the lookout for loners who can be easily ambushed. When the gates open, try attacking the fleeing Survivors from both sides; there's nothing quite as satisfying as watching three Survivors on Virgil's boat figuring out whether it's worth saving their friend who's being ridden around the hedgerows by your trusty Jockey!



Hard Rain

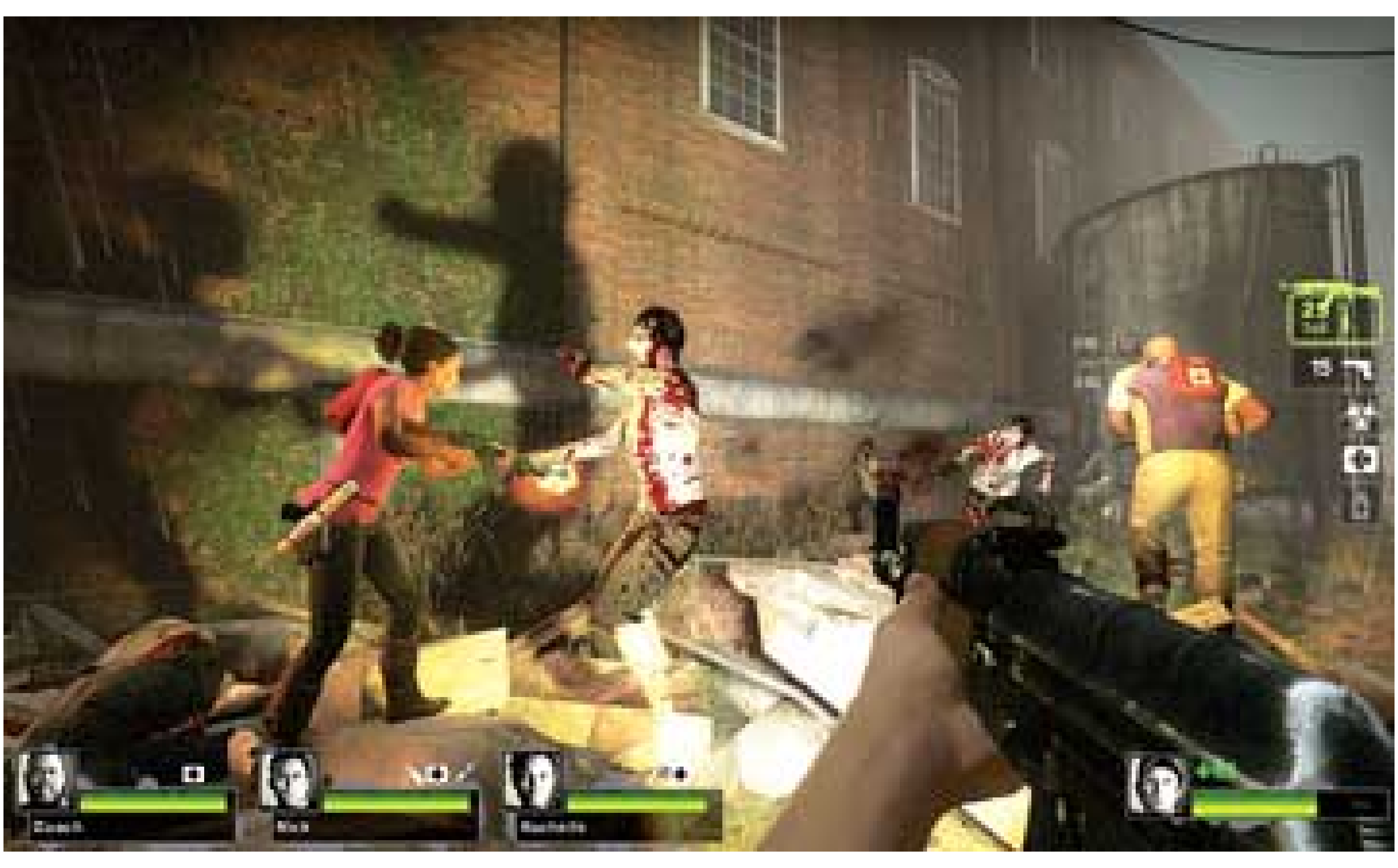
Hard Rain Overview

Stage 1: Milltown



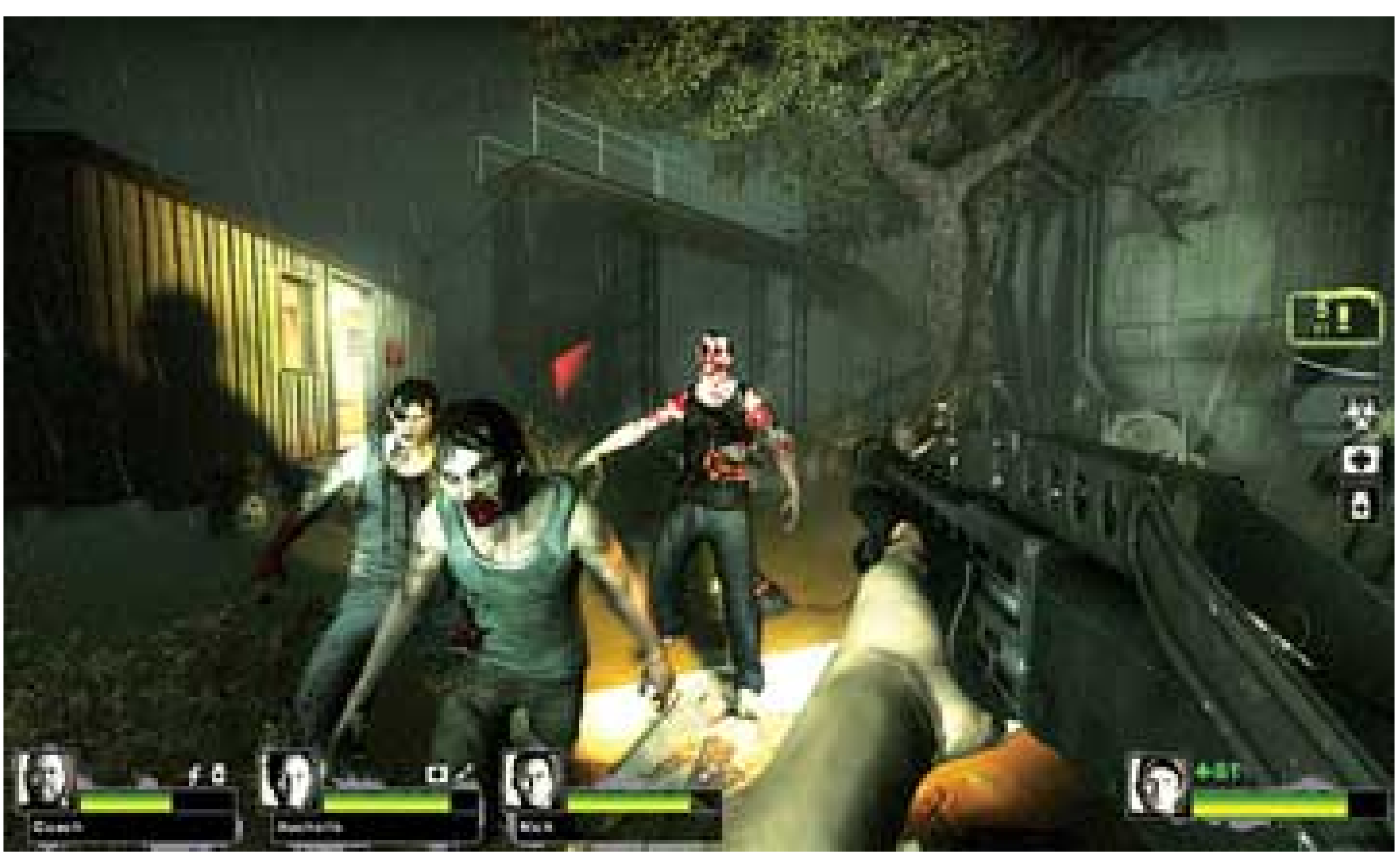
Fuel is in short supply and Virgil needs to keep the Lagniappe ticking over. Enter what was once a mill town under threat, but now its streets are devoid of life; only the undead stalk their prey here. Seek the sugar mill from here.

Stage 2: Sugar Mill



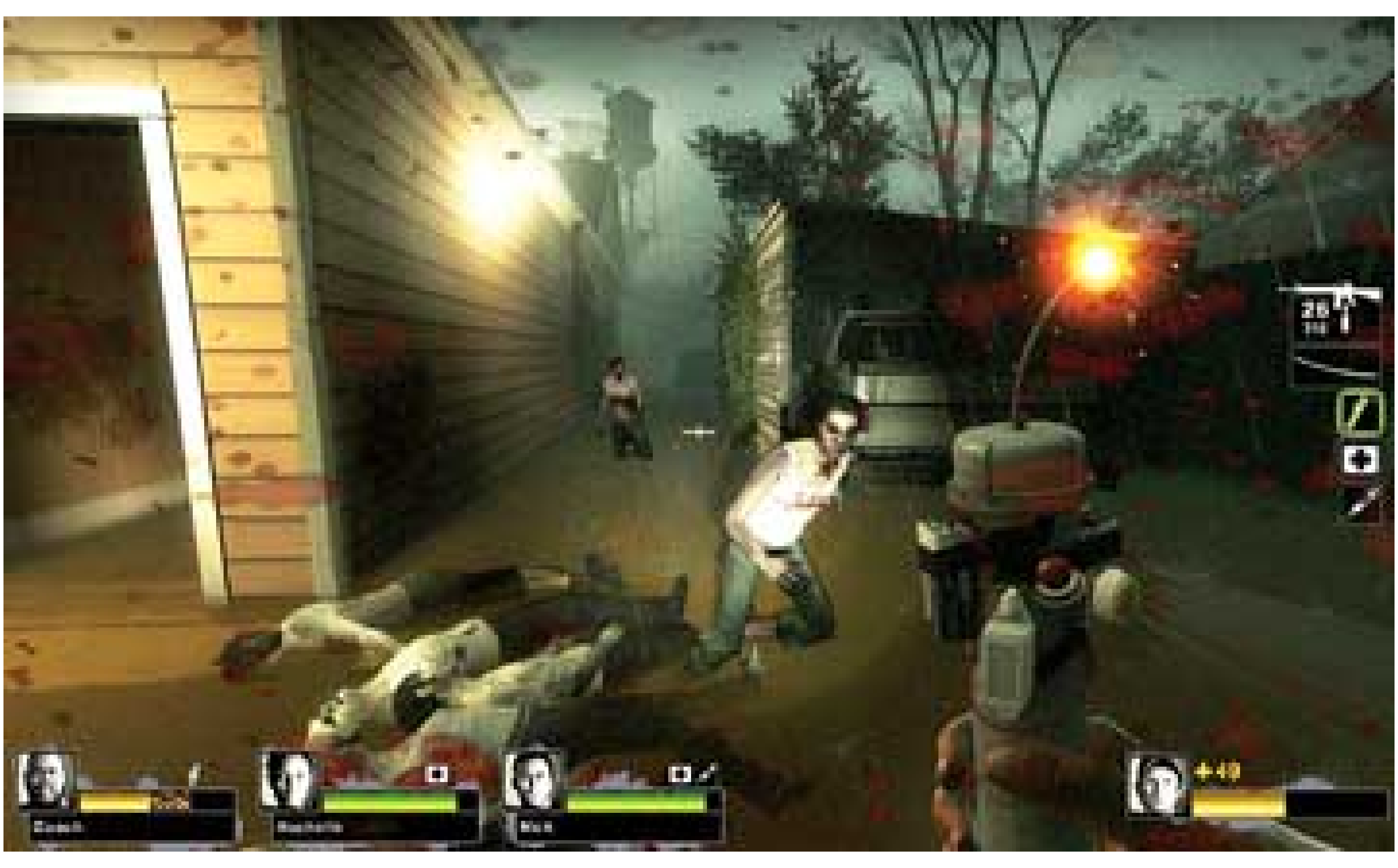
An abandoned sugar refinery had seen better days even before the apocalypse struck. Now an ominous, depressing presence hangs over this place. Can you hear weeping? You will; wretched Witches lament their life here.

Stage 3: Mill Escape



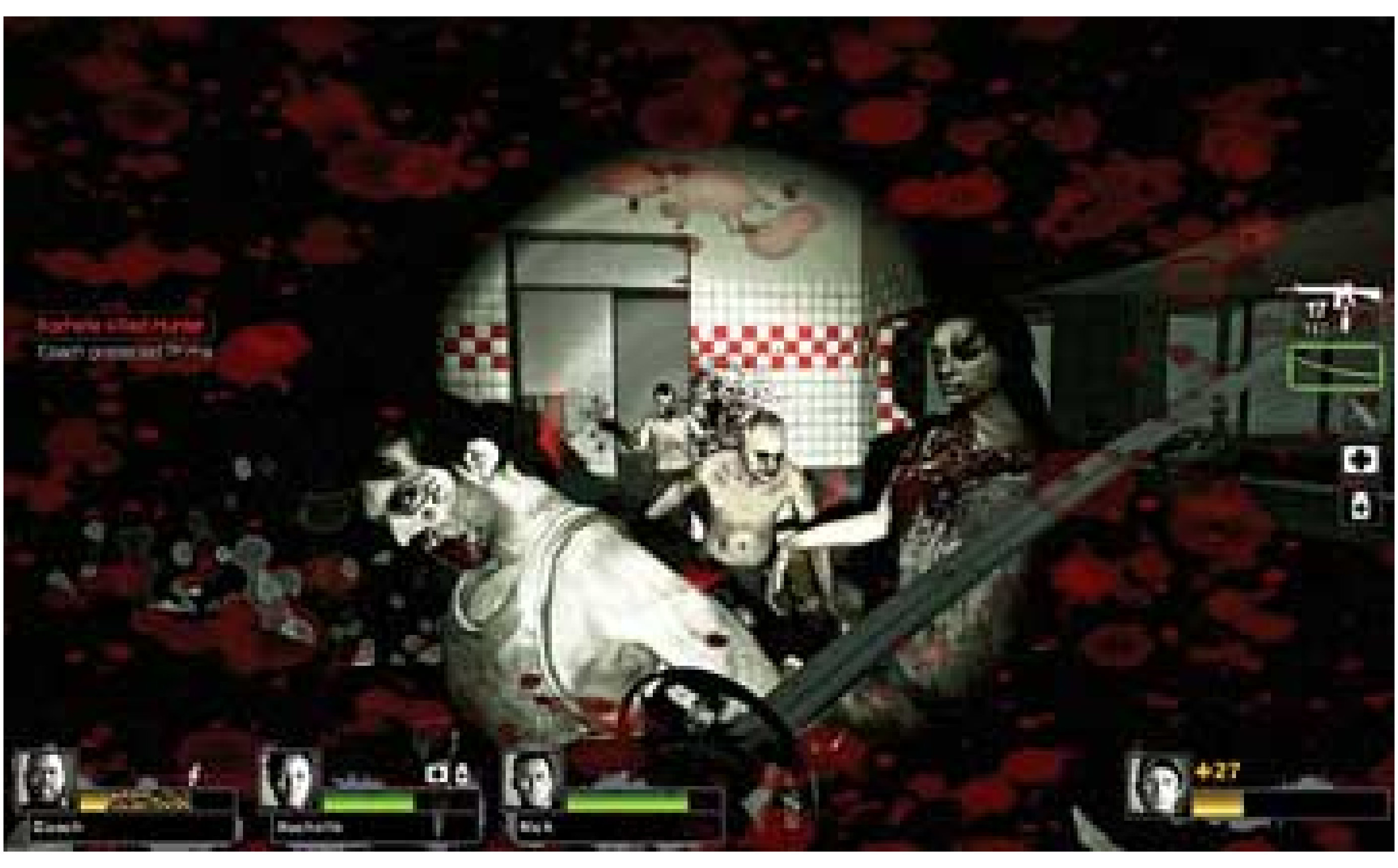
After you escape across a sugar cane field and grab the diesel fuel, the weather takes a turn for the worse. A massive maelstrom of rain, wind, and poor visibility conspires to add another layer of tension as you retrace your steps.

Stage 4: Return to Town



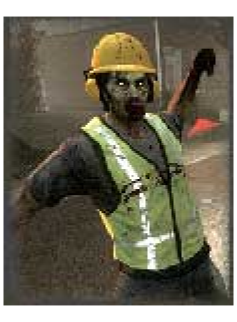
This is a storm for the ages — one you may not survive if you don't seek shelter during the intermittent squalls. Fight your way back through the torrential rain, seeking the safety of a Safe Room you disregarded earlier.

Stage 5: Town Escape



Virgil is a wily captain; he retreated so his boat wouldn't be swamped by the unclean ones. Now you need to summon him while fighting the elements and crowds of the Infected in a rooftop finale on the burger store.

Uncommon Infected: Road Crew



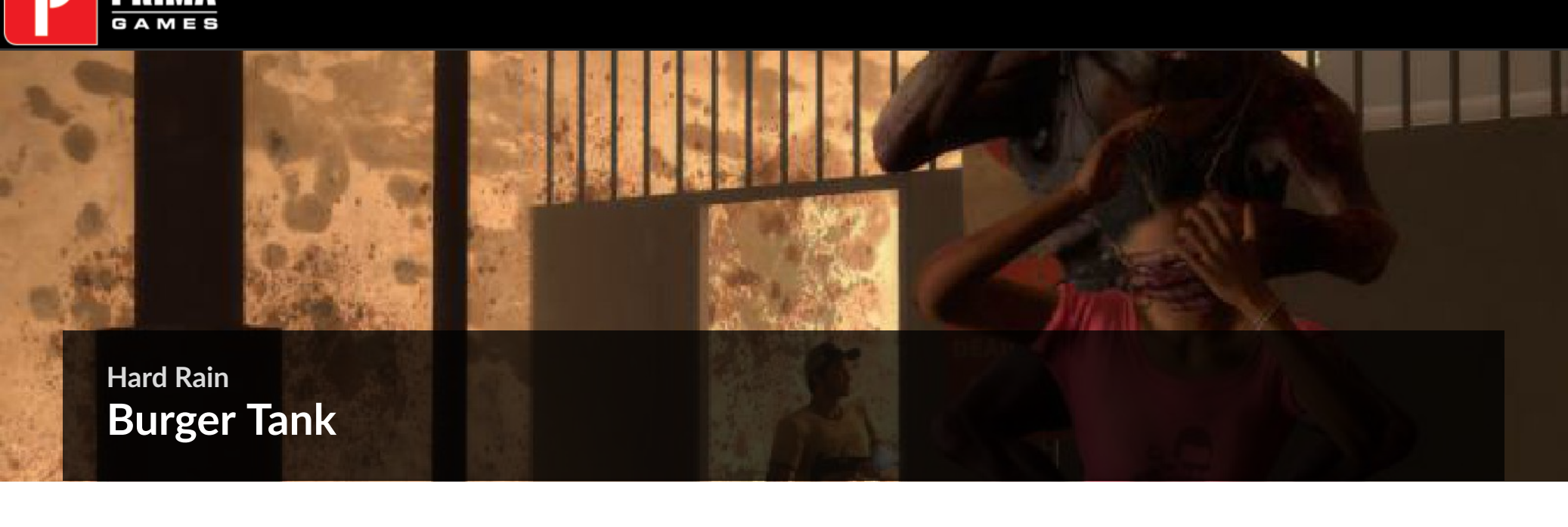
Construction workers driven rabid by viral infections or worse litter the landscape in this township. Noice-muffling head gear covers their ears, so they only react to movement they see. They don't join the throngs when a Pipe Bomb is lobbed, but they are still able to hear car alarms.

Achievements

These Achievements are available during this campaign. For advice on completing them, consult the Appendices at the back of this guide

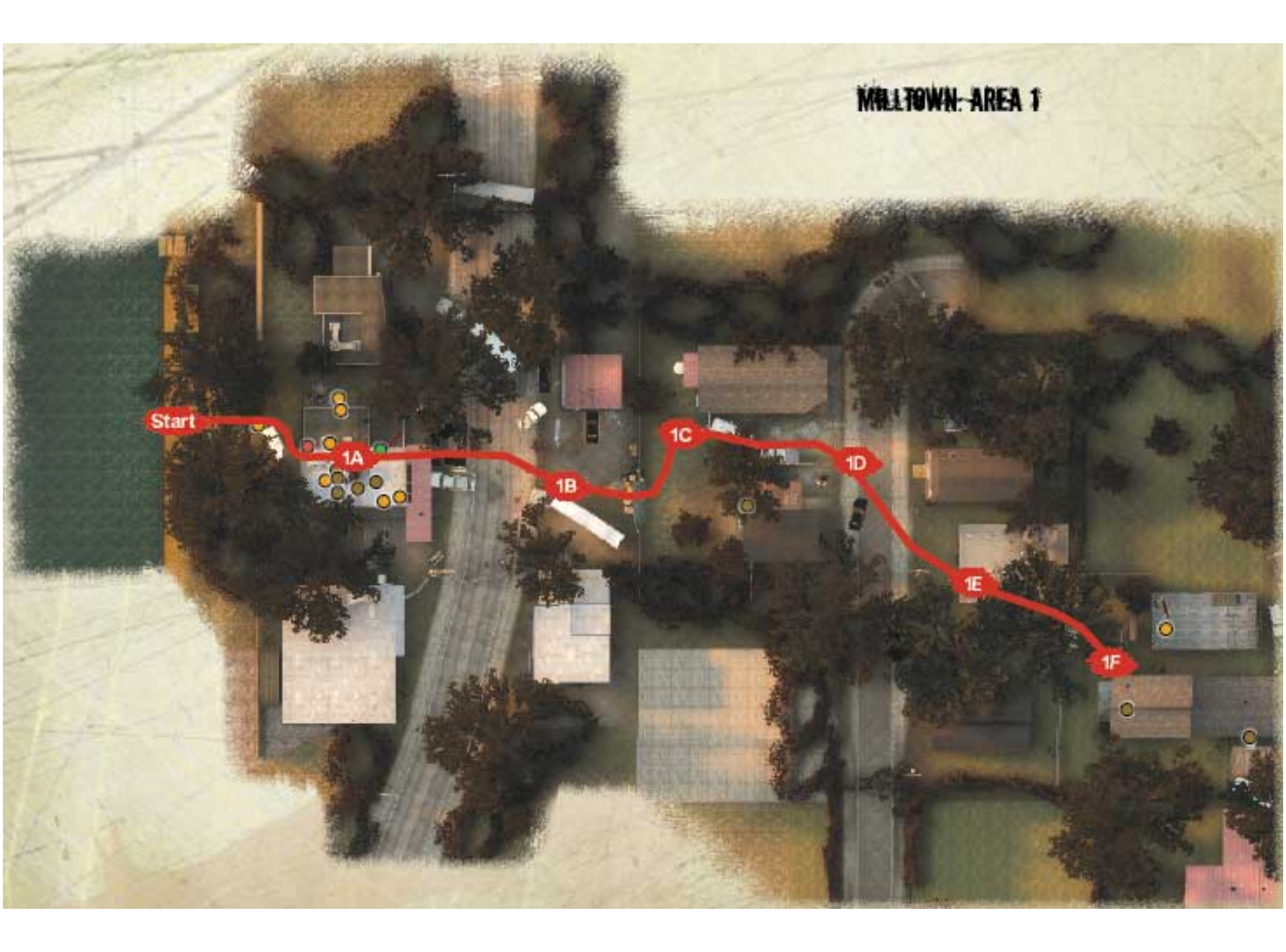
Image	Achievements	Description
	Weatherman	Survive the Hard Rain Campaign
	Sob Story	Navigate the Sugar Mill and reach the Safe Room without killing any Witches
	Still Something to Prove *	Survive all campaigns on Expert.
	The Real Deal*	Survive a campaign on Expert Skill with Realism mode enabled
	Confederacy of Crutches*	Finish a Campaign using only melee weapons.

*=Requires completion of this campaign, plus additional tasks.



Hard Rain

Burger Tank



A.I. Directors's Cut

Vehicles parked throughout this area may be alarmed, so look for warning information and avoid them accordingly.

Four Streets of Fury: Milltown Overview

Virgil needs some diesel for his riverboat, a problem which forces you onto dry land (dry for the moment) and through a milltown that was depressed before the Infected Apocalypse. After you establish a plan to signal Virgil by s witch ing on the Burger Tank sign on the roof of the eatery when you've found the fuel, you read the signs indicating that fuel is available two miles away.

Your team sets off across four parallel streets, scrambling across backyards, over cars, and noting the various houses that have items inside them. You will cross to a playground on Second Street and pass an ambulance and garage sale on Third Street. The rain begins to pitter-patter while you are on the roof of the last dwelling before the old sugar mill—a yellow-walled Safe Room.

+ The trek to the Safe Room is roughly linear, meaning that methodical advancement and noting landmarks can prevent you from losing your way.

+ The many houses along the way have copious items inside; check the guide map for possible locations.

+ You'll return to Burger Tank via exactly the same route, so remember the way and check for accessible rooftops while the weather holds.

- Beware of Special Infected lurking in bushes, behind trees and vehicles, and inside the homes you can investigate.

- It's very easy to become split from your team as you secure each location, so stay close and head into houses together.

- The Uncommon Infected Road Crew ignores Pipe Bombs, which makes them less effective weapons. Also watch out for Infected that follow you everywhere, even onto rooftops.

Signal at me when ya git the gas!

It's as Virgil pulls away that your team realizes you've left the "gun bag" on board the Lagniappe, which means you need to scramble for armaments other than your basic pistols. Check the area in front of the parked jeep and either side of the Burger Tank eatery that you're standing in front of. There are alleys you can shoot through, but it makes more sense to enter the premises.

Start

Tip

Unlike other campaigns, you'll return to this section of the milltown, and the sugar mill, once you secure the fuel. This means that the items you find (and deliberately leave behind) will remain here for you to pick up during the return trip.

Because the return trip takes place during a fierce storm, you may wish to leave items you think you'll need then, so you're not left high and "dry." Don't waste items now! Use your molotovs and pills on the way there, and save Bile Bombs (water-proof Tank weapons) and Adrenaline (water speed boost) for the return.

Caution

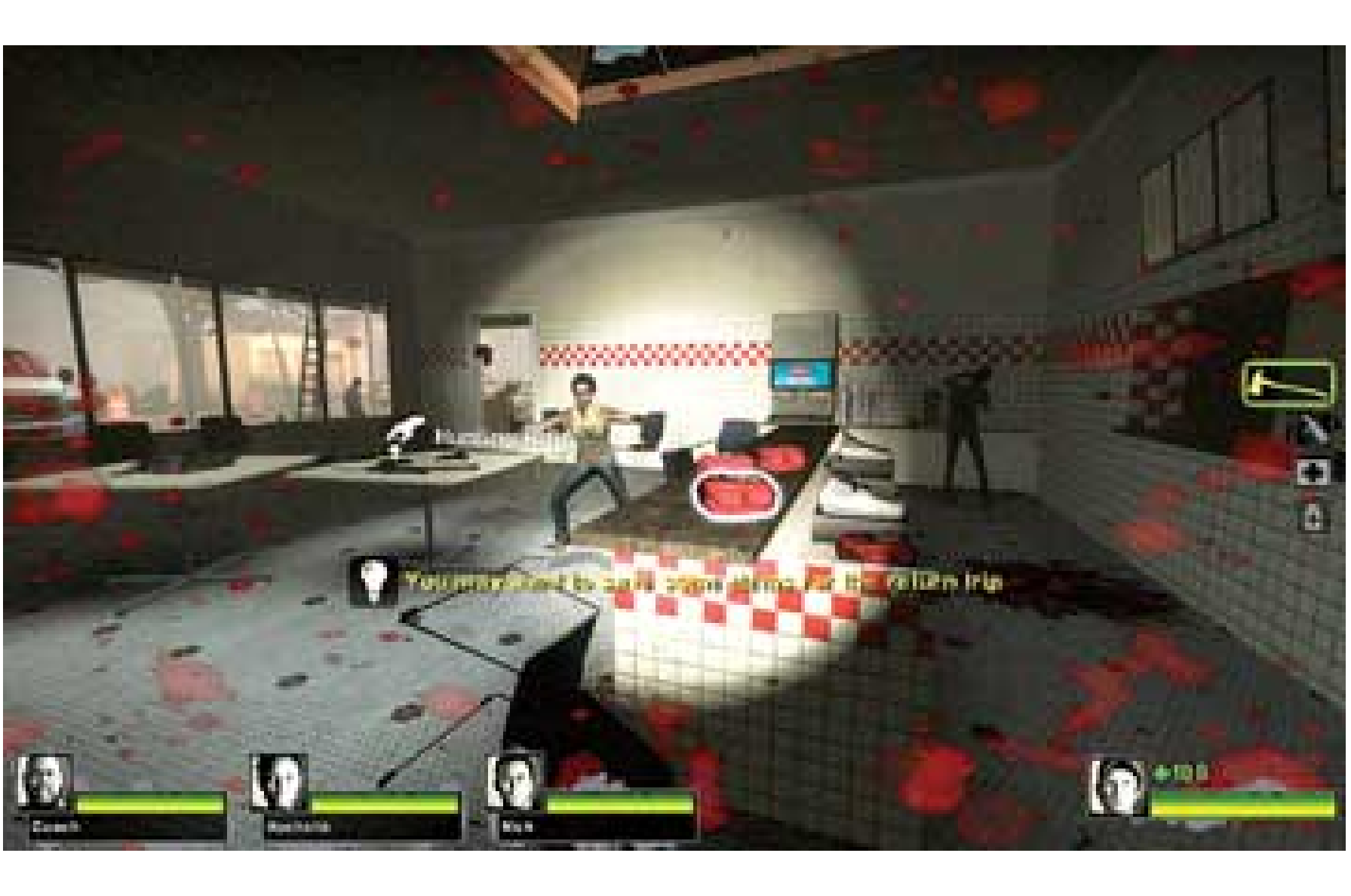
Unlike the other game modes, items are not available on the return trip during Versus mode; grab whatever you want before it's gone!

Spilling Some Special Sauce

Step through the back entrance, ideally brandishing a Melee Weapon if you're wanting to bathe in Infected offal (picture 1), and hack your way into the Burger Tank premises. The place isn't particularly defensible, with open windows and doors to the sides, front, and back, and a hole in the ceiling.

But there are two ladders leading up to the roof, and these routes offer a little more protection. One is leaning up against the overhang outside the front of the eatery, and the other is bolted to a wall in the kitchens.

Additional items of worth are on the roof, such as Propane Tanks, but the main cache is around the cash registers (picture 2), on the counter pass-through, and the patrons' tables—there are a large number of First Aid Kits, weapons, items, and ammunition.



1A

Do not waste any of this; in fact, you are encouraged to leave as much of it as possible so you can grab it during the finale, when you return here with the diesel fuel.

The Two-Mile Trek Begins

Exit the Burger Tank premises, and take up a defensive position as a team. Check the nearby Tip in this guide for advice on defensive movements as a team. Your task between this point and the end of Area 2 is to search the premises of any buildings you wish, and (obviously) continue toward the Safe Room.

A clockwise inspection of the street reveals a corpse pile near the oak tree (picture 1), a boarded-up building, and a gas station empty of fuel across the street. Remove any threats nearby (picture 2). The only available fuel is at Ducatel Diesel, two miles away. Unfortunately, this road is blocked in both directions.

1B

Although not imperative, you can spend a little time learning the layout of the Burger Tank's roof (picture 3). It offers an excellent view and is somewhat defensible, although any mass Infected marauders can be repelled with a Pipe Bomb (picture 3).

When you're ready to move, head across the gas station forecourt, watching for any attackers near the marked container big rig (also picture 2), and scale the wooden board. Make sure you all drop down at once, so you're all in the same section of town. (Although you can climb back over the fence to rescue any stragglers.)

Tip

Surviving house-to-house searches throughout this stage involves learning the best facets of close-quarters fighting and building infiltration. But first, when you're outside, moving in a loose, diamond pattern is advisable, with a team leader following the route to the Safe Room and others checking the flanks and rear for constant ambushes.

When more than a few Infected strike, move into more of a line or crescent if your foes are heading from a single direction, or close the diamond pattern tightly if your enemies are coming in from multiple directions. Don't get in each other's way.

When you're infiltrating a house, it is safer to work in pairs due to the narrow interior spaces. Close-assault weapons (Shotguns and Melee Weapons) are recommended for building investigations, but you must know which buildings are along thoroughfares, and which are away from the main path and only need inspection if you're wanting items.

Your first teammate should open the door, step inside, and move to the side so the second teammate can provide covering fire. Work through each interior room in the same manner until the building is cleared of the undead.

Place a teammate to guard every access to the outside, but keep everyone inside the building for added protection. Your house-to-house investigations should continue with this tactic in place.

Back Lawn Massacre

Drop down onto the unkempt grass behind two boarded-up houses. Neither house offers access to the second street beyond and the bushes are too thick to struggle through, so check the side areas for items and then climb the ladder propped up against the white trailer.

1C

The first teammate up onto the trailer roof should stand atop it as the rest move up and over, and make sure no attacks from behind occur.

Slaughter on Second Street

Drop down from the pickup truck and fan out onto the street beyond. One of you may wish to stand on the truck and offer long-range sniping cover (picture 1; watch out for rear attacks) while the others investigate this area, nicknamed "Second Street."

Begin with a clockwise search, passing a boarded-up building on your left (see the Note) that leads to a swift and brutal Infected takedown (picture 2) at the barricade.

1D

Across from the pickup is a white shotgun-style house for rent (shown on picture 1); it is boarded up, as are the other two homes in this area. However, the lean-to garage on the other side of the tall fence adjacent to the pickup usually has a prize to find.

1E

Next to the white house is a small kids' play area (1E): This is where you should move to as swiftly as possible. While you're checking the street for foes, don't mistake a wandering Witch (picture 3) for a Common Infected, or you'll be badly wounded and your team, swarmed.

If a battle begins, there's some protection to be had by attacking from the house balcony or the kiddie climbing frame.

Note

The boarded-up building to the left of the trailer as you come in from Location 1C is actually the Safe Room between Stages 4 and 5 of this campaign. It isn't currently accessible, but memorize its location (and how to reach this building when you're moving in the opposite direction) before the weather takes a turn for the worse.

Tip

Learning the landmarks is thoroughly recommended. For example, the Burger Tank eatery, white trailer, and kiddie play area are all places you'll return to later, and spotting them lets you know how much farther you have to travel.

Uncommon Infected: Road Crew

Distinguishable by their reflective uniforms (and eyes) and their yellow helmets with ear protection, these road workers are fully mobile, slightly tougher than their Common brethren, and aren't affected by noise to any great extent.

Tackle them in the usual manner, but don't use a Pipe Bomb and expect them to run to it; they are completely unaffected by this diversionary projectile (except when it explodes, of course)

Tip

Conserve First Aid Kits and your health generally. It may be wise to run past many locations to the Finish of this area to minimize the damage your team takes and to leave First Aid Kits alone. You will need them during the return journey.

Under Construction

The passage between the kiddie playground and the third street (Location 2A) is over the fallen picket fence and along a narrow alleyway (picture 1), where you can expect a possibility of Special Infected ambushes, as well as the masses dropping down, heading through doorways, or charging from the floodlights at the end of the alley.

1F

Your main task is to get to Area 2, but you can survey the two buildings on either side of the alleyway, too:

The building on the left is in a bad state and can be entered via a doorway near Location 1F, or any of the open wall sections or the front of the building.

Expect a few lurking forms on the ground floor (picture 2), and use the staircase to reach the skeletal second floor, which offers good sniping views of Locations 2A and 2B. You can drop down to the alleyway, the grassy area, or the parked vehicle or continue to snipe from this high position.

The building on the right is in ruins, but it still has most of its chambers intact. Offering access (via door or window) to and from Location 1F and 2A, and with a side entrance to the attached lean-to, this building is two floors of hallways (picture 3) and bedrooms.

This is the first building interior to fully explore. Grab what you need, or (in the case of Adrenaline) make a mental note of its location for later. If you're going in, go in strong enough to repel any Special Infected that may be lurking inside. There's a balcony on the second floor, too, but it only overlooks the playground.

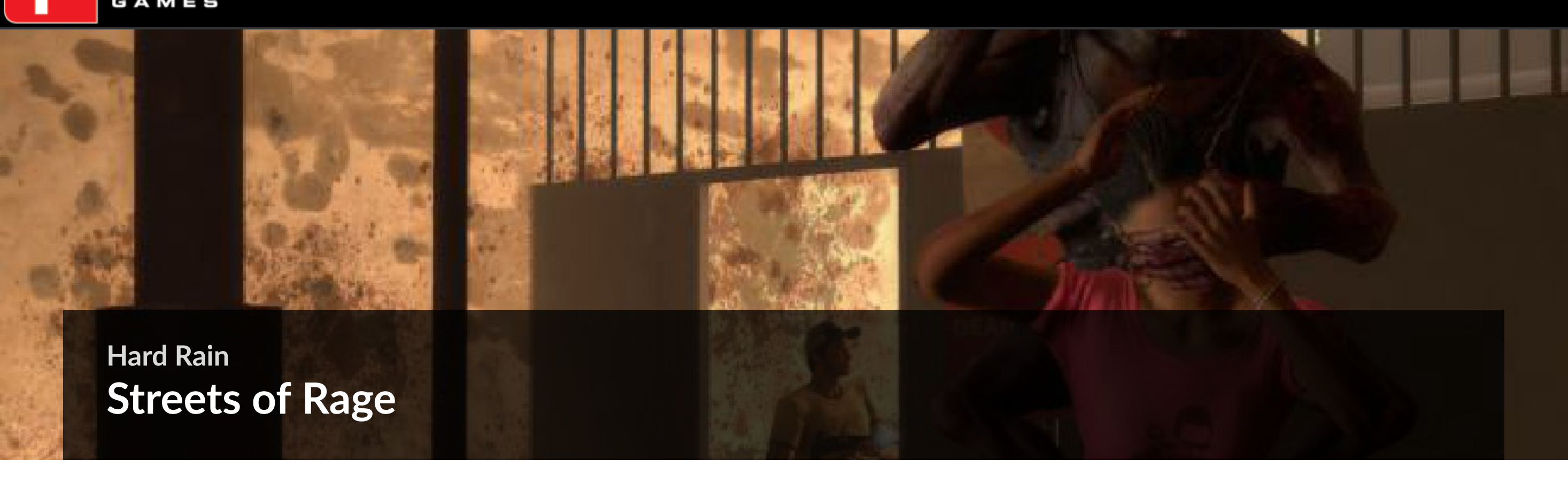
Tip

By now, you should have realized that scouting out houses on the way to the Sugar Mill (and making note of any significant caches contained inside) is much easier than ransacking them during the return journey.

Effective Infected

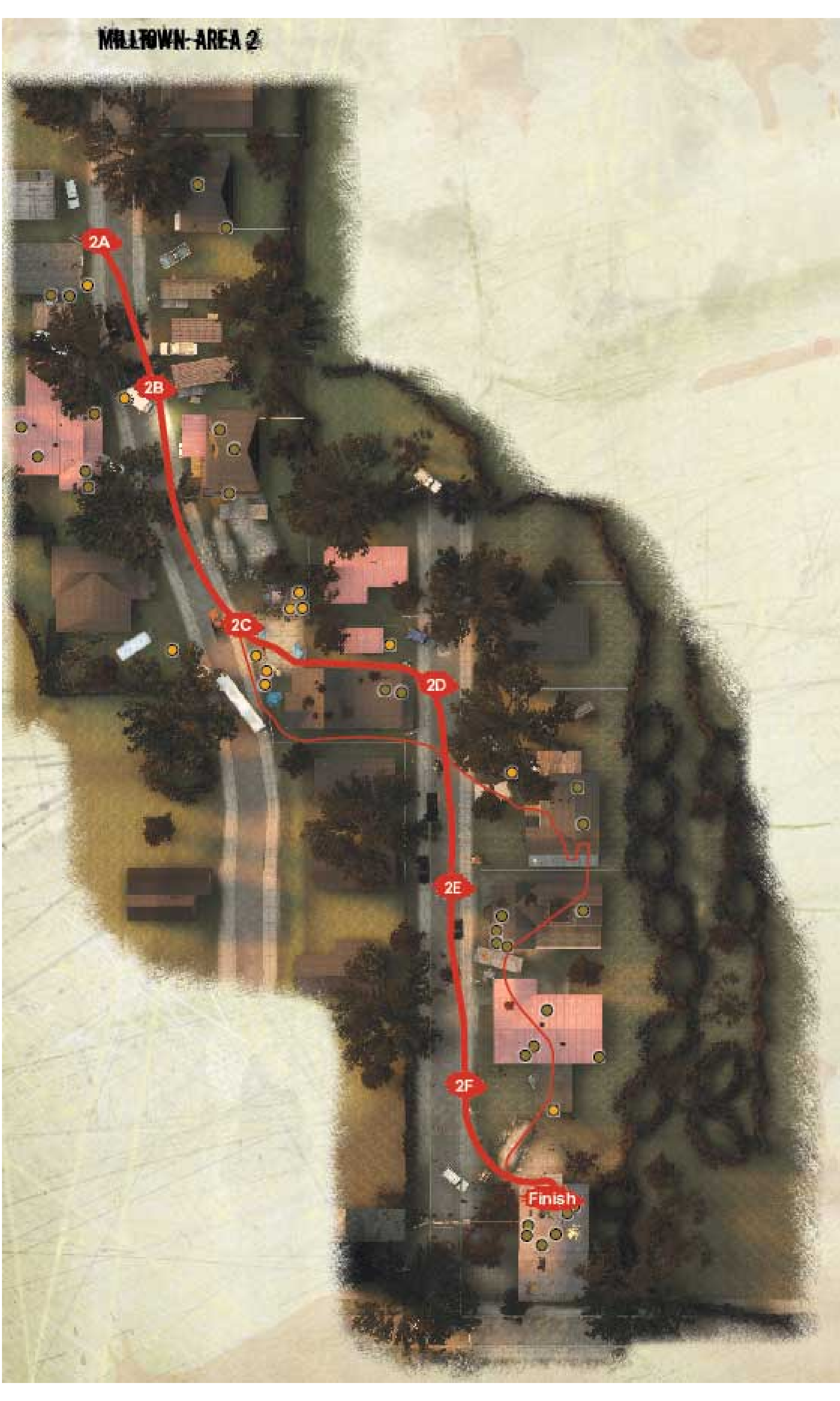
The first two streets and the houses between them offer the Special Infected more hiding places than many previous stages. Because every corner is a potential ambush spot, work out some times to jointly attack the four Survivors to cause maximum consternation. For example, when you know they'll be moving in a straight line (such as at the ramp near 1B; as shown), charge in and strike.

Try splitting up the team and lassoing the last foe before they climb over the white trailer at 1C, or else lurk behind the white house near the playground to reel in a foe in this area. The two buildings on either side of the alley at 1F are fantastic places to dart out and attack, especially if your foes have split up, or are exploring inside. Launch attacks from the rooftops and areas normally out of reach.



Hard Rain

Streets of Rage

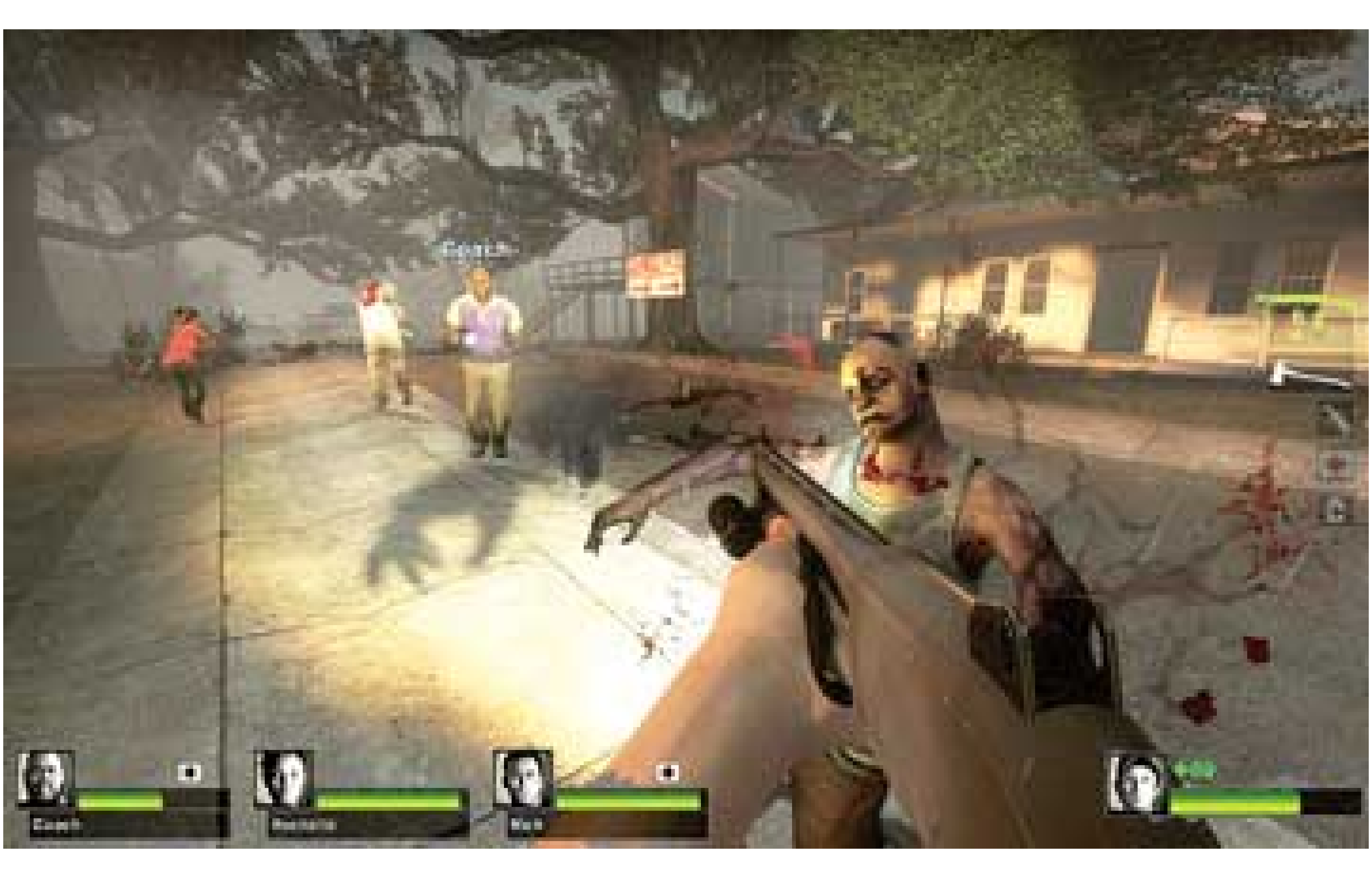


A.I. Director's Cut

Vehicles parked throughout this area may be alarmed, so look for warning information and avoid them accordingly.

Everything Must Go

When you're ready to explore the third street, move out from between the two wooden buildings, and check the area for enemies, moving in a clockwise direction around the grassy field, past the road block and the house on stilts that you can't enter.



2A

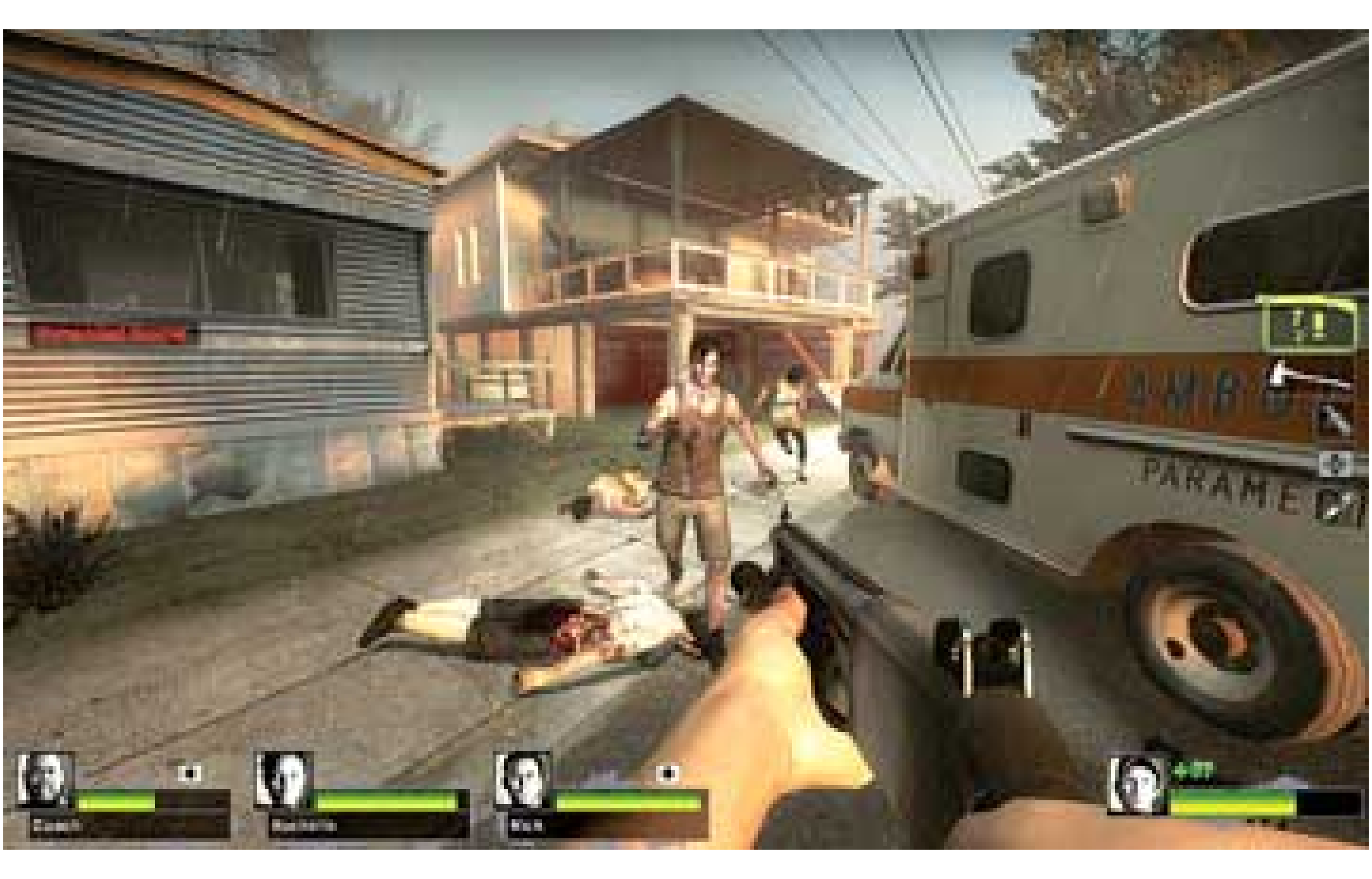
The tree with the "garage sale" sign on it hints at the direction you must travel; head down the road, optionally pausing at the white ranch house. You can explore inside the ranch house and claim items you want. Note significant caches for the return journey.

Caution

Remember! As the weather becomes more inclement, you'll really wish you left that Adrenaline in a house so you can use it to sprint through the water. Don't grab items that will be more useful later!

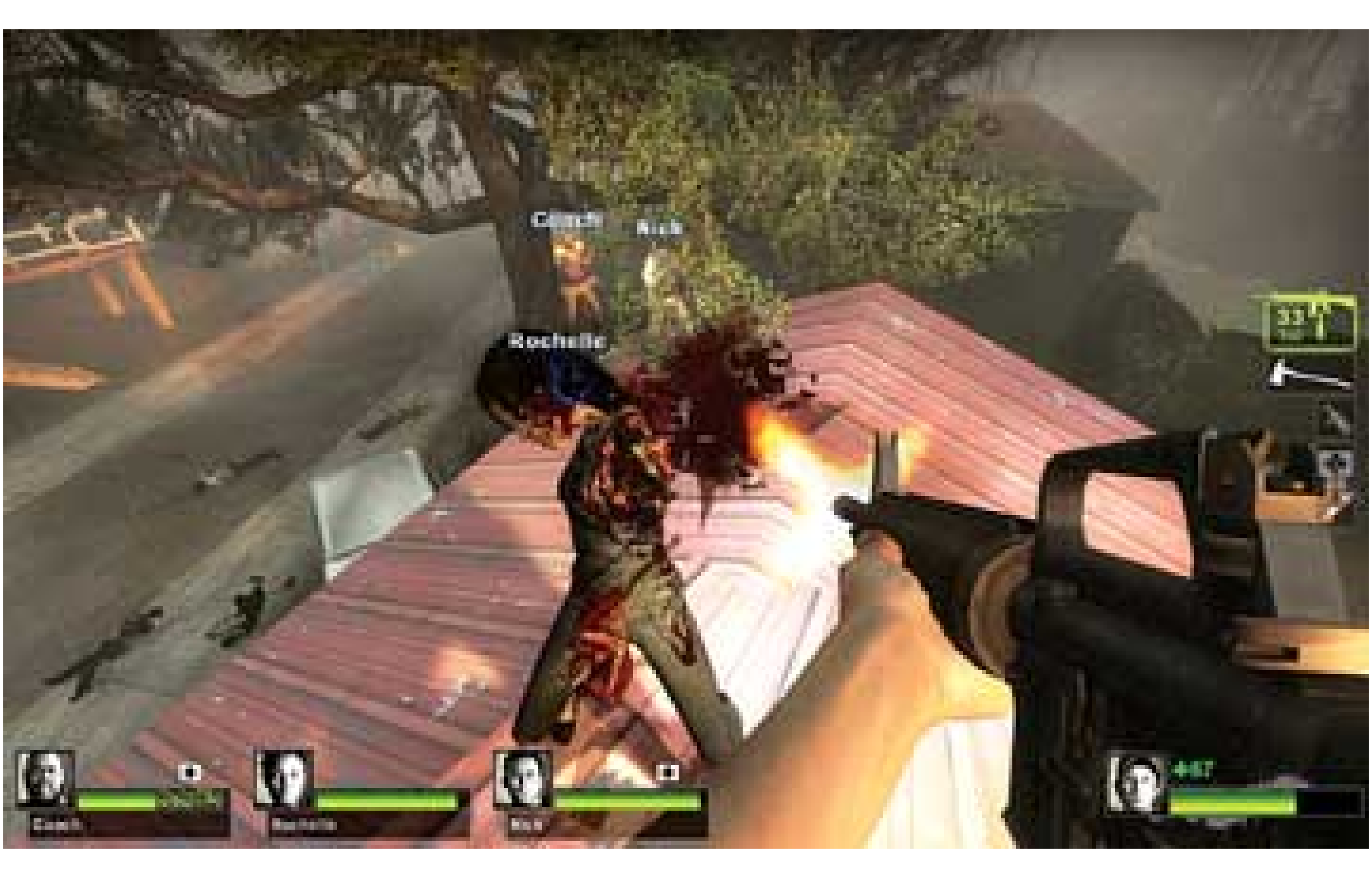
Ambulance Chasers

It's beginning to drizzle a little. You can't enter two of the trailers on the far side of the street (check the third one on the right near the ambulance), so head past the rusting metal trailer and begin to cleanse the area around the parked ambulance in the middle of the road.



2B

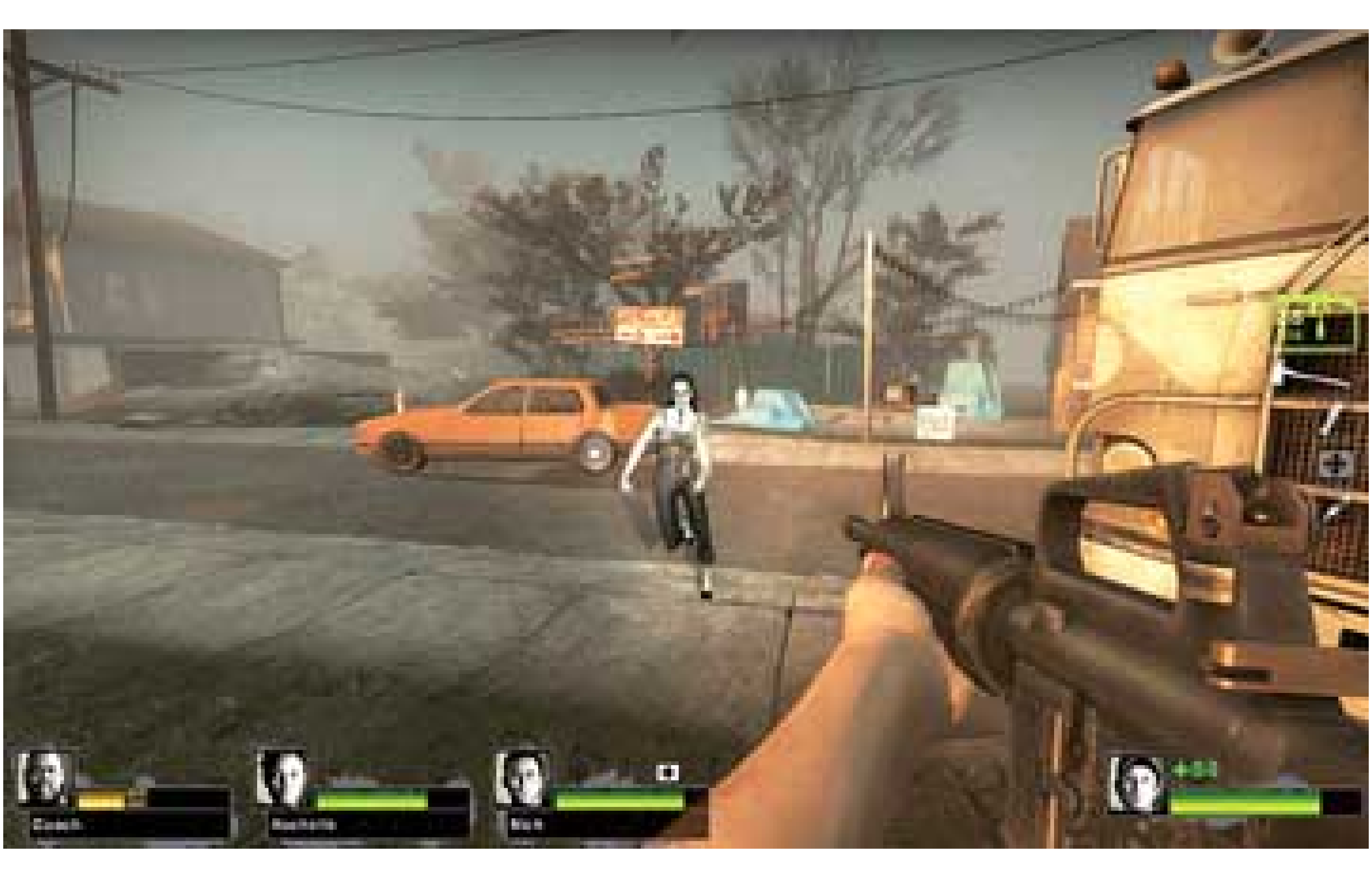
Be sure you clear out the foes (including a possible lurking Special Infected) between the stilts of one of the buildings with another "garage sale" sign on the ground in front of it. From this point, the ambulance, half-burned house with a roof you can climb up to via a ladder (picture 2), and the house on stilts can all be searched. Remember to leave items for your return, and watch out for interior ambushes by Special Infected.



Savagery at the Garage Sale

Continue moving past the refuse container and dirt pile to the truck blocking the end of the street, which forces you toward the garage sale. It has a surprising display of handy weaponry and other items.

Grab anything you really need, save the rest for the return journey, and then check the metal trailer on the other side of the street for any foes sneaking up behind you. From here you can return to the sale. Use the tree house to gain some height (and sniping) advantages (check for a Sniper Rifle up here) if more than a few Infected are roaming about.

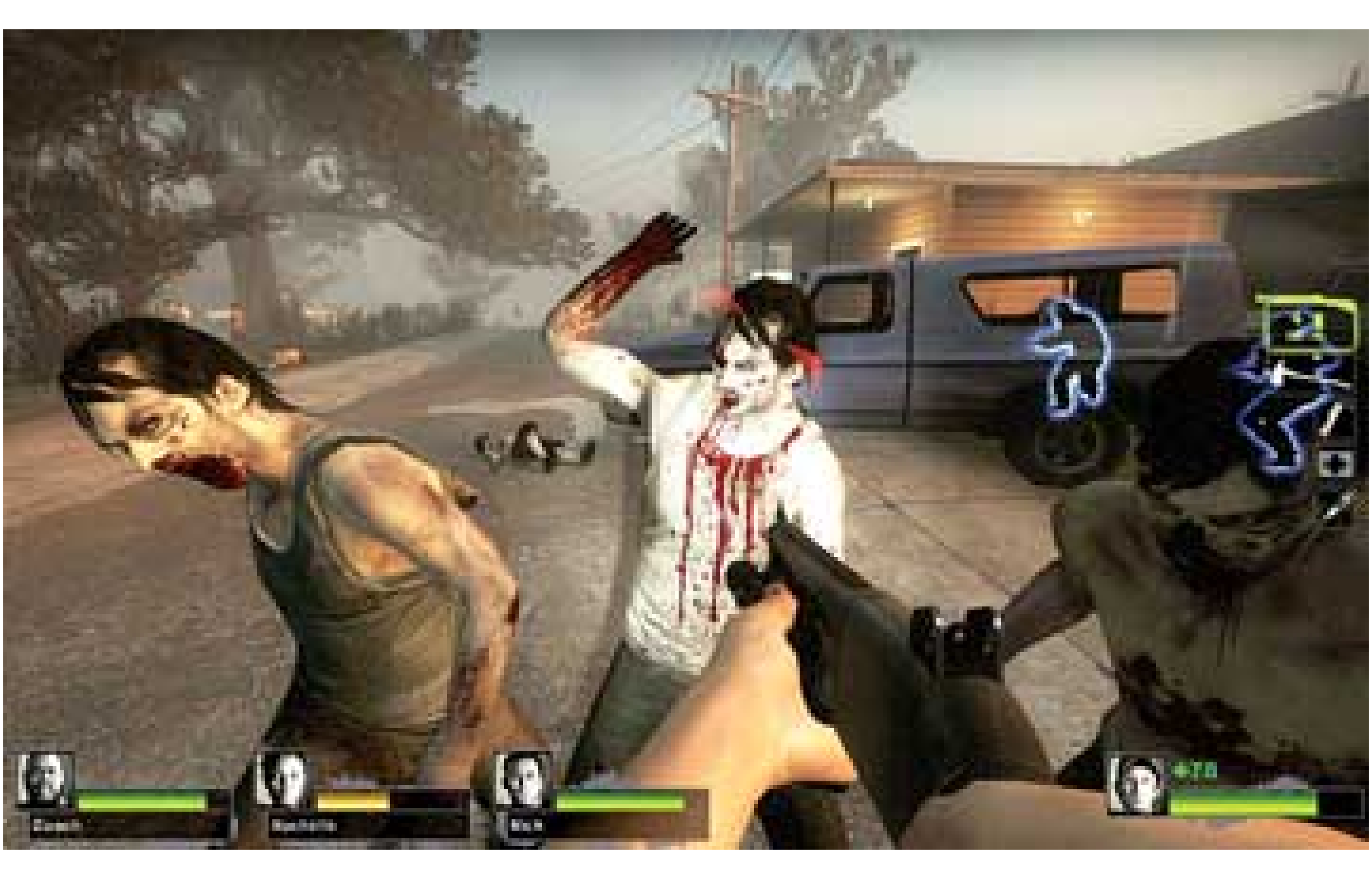


2C

And you can enter the garage sale house, or plug at foes inside from an open window. Head to Location 2D via the alley between house and garage, through the house itself, or via the narrow fence alley.

Fury on Fourth Street

Step out into the fourth street away from the Burger Tank (1A), which is important to remember when retracing your steps. Make sure you check the back of the pickup truck for a possible item and then lay waste to any grotesques roaming the thoroughfare. Even a cursory glance reveals the road is blocked to the left, and the two nearby buildings are sealed.



2D

Instead, move along the street until you can see a high (and impenetrable) fence running along the right side of the road. You can continue toward Location 2E at this point, or inspect the larger house with the shed in the back garden.

Explore the inside of the house, taking care to prepare for a Special Infected takedown possibility, and then you can exit onto a side deck, near a ladder which can take you to the roof (picture 2). Naturally, the Infected can reach this high point, too, but unlike you, they can climb walls as well.

Tip

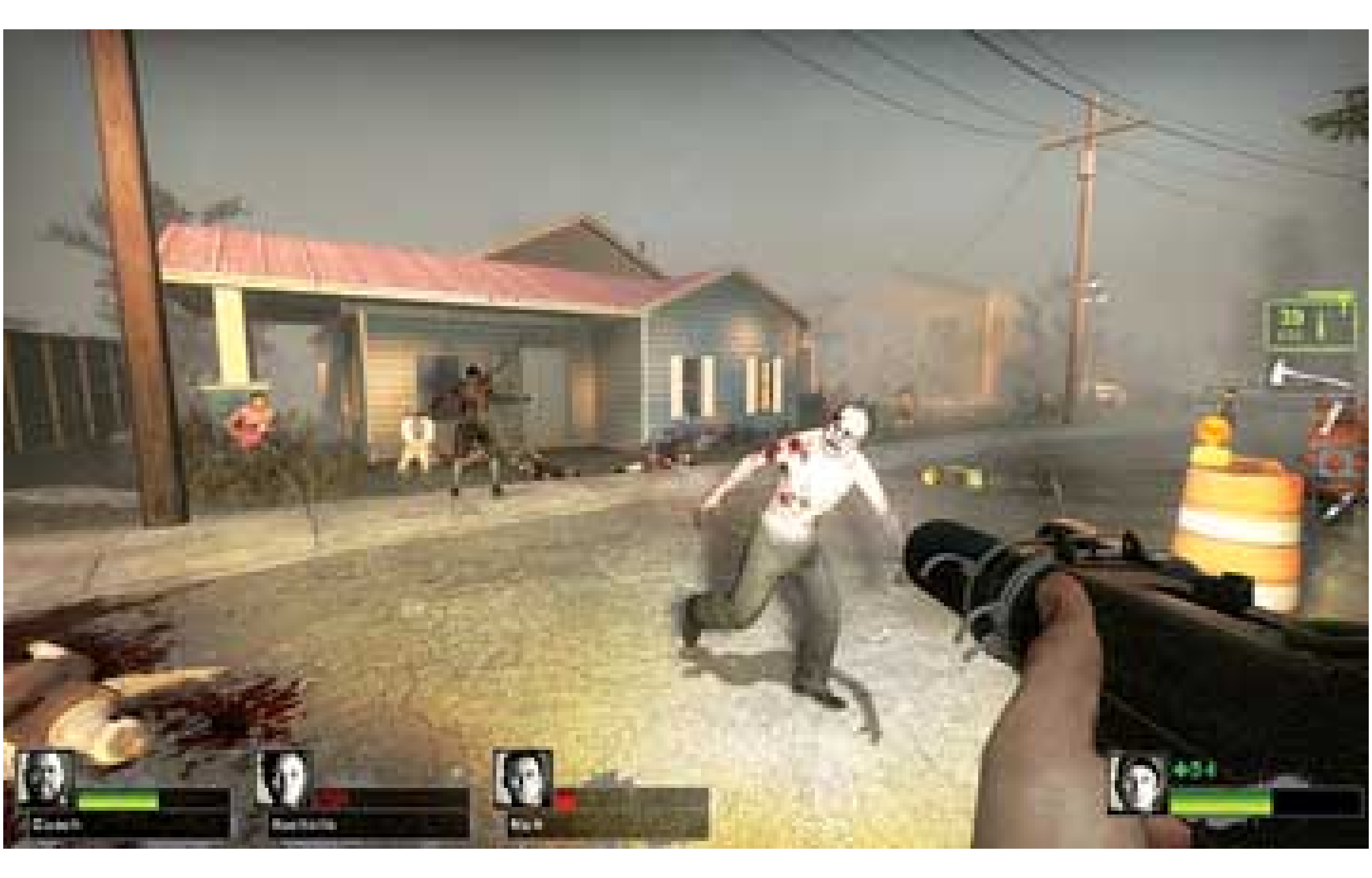
Heading up onto the rooftop? Then you can bound across to the other houses on this side of the street and reach the Safe House (Finish) without setting foot on the ground. This is particularly useful if a Tank or other nightmarish critter is roaming the ground; you can take it down from height.

Caution

Leaping on vehicles, something that you could attempt to gain a height advantage up to this point, is now not wise, as many of the vehicles along this road are alarmed. Do not summon the Horde if you don't have to!

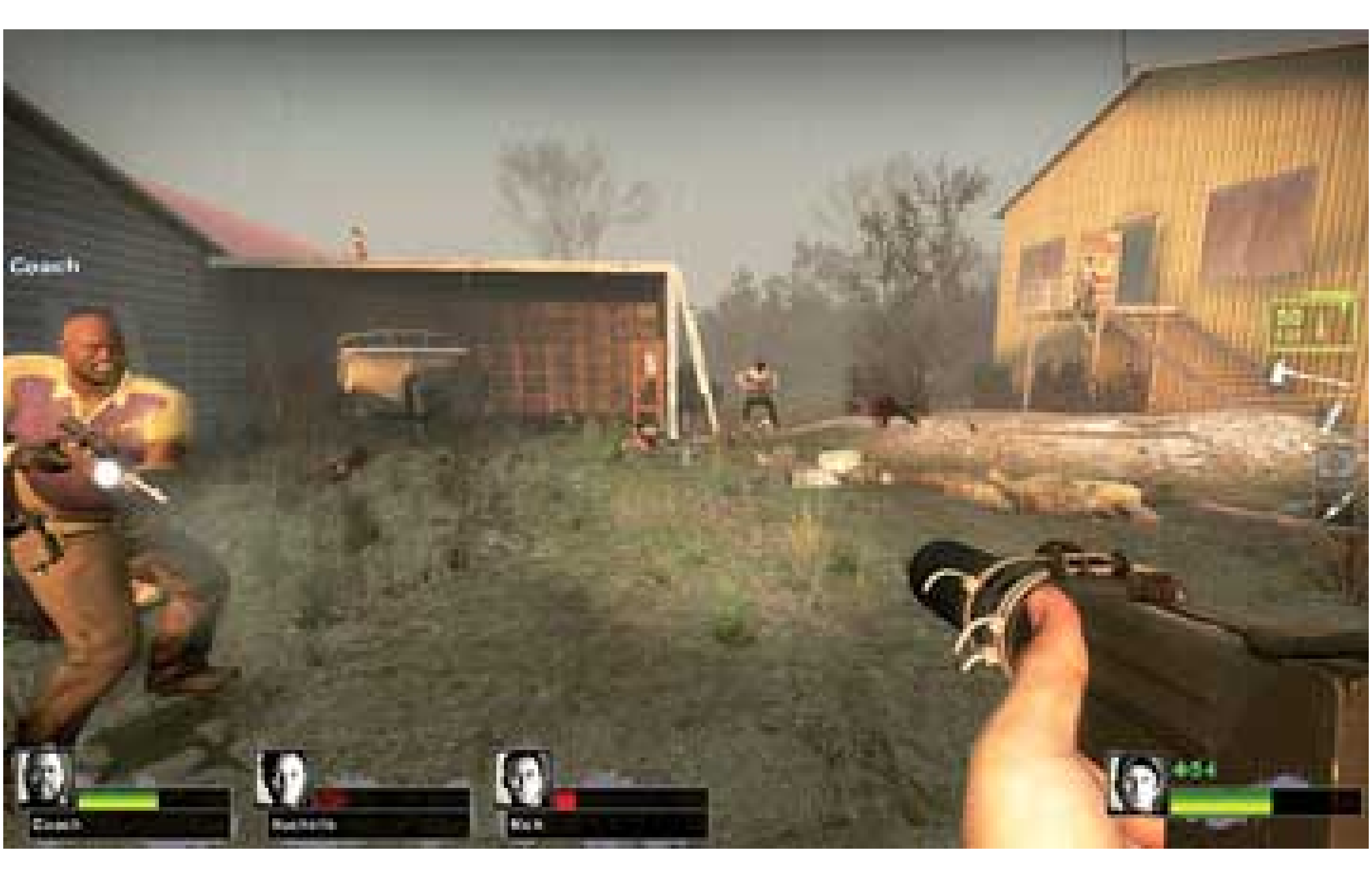
Gimme Some Sugar, Baby

Avoid a calamitous end to your area exploration by avoiding the alarmed cars as you trek down Fourth Street, using the tarmac or rooftops, and pausing at the next house (the yellow one with the refuse container filled with dirt to the right of it) to explore inside it.



2E

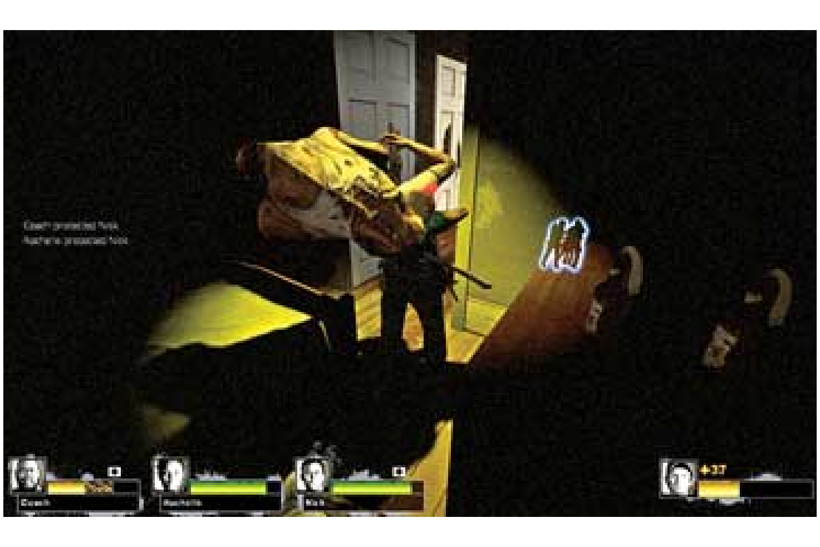
The final house before the Safe Room, with the covered garage containing a speedboat (2F), isn't accessible. Spend no longer than you have to here. Scamper up the stairs of the yellow, corrugated-metal building by the road barricades and slam the Safe Room door behind you. The vantage point allows you to cover your teammates as they do the same.



2F

Effective Infected

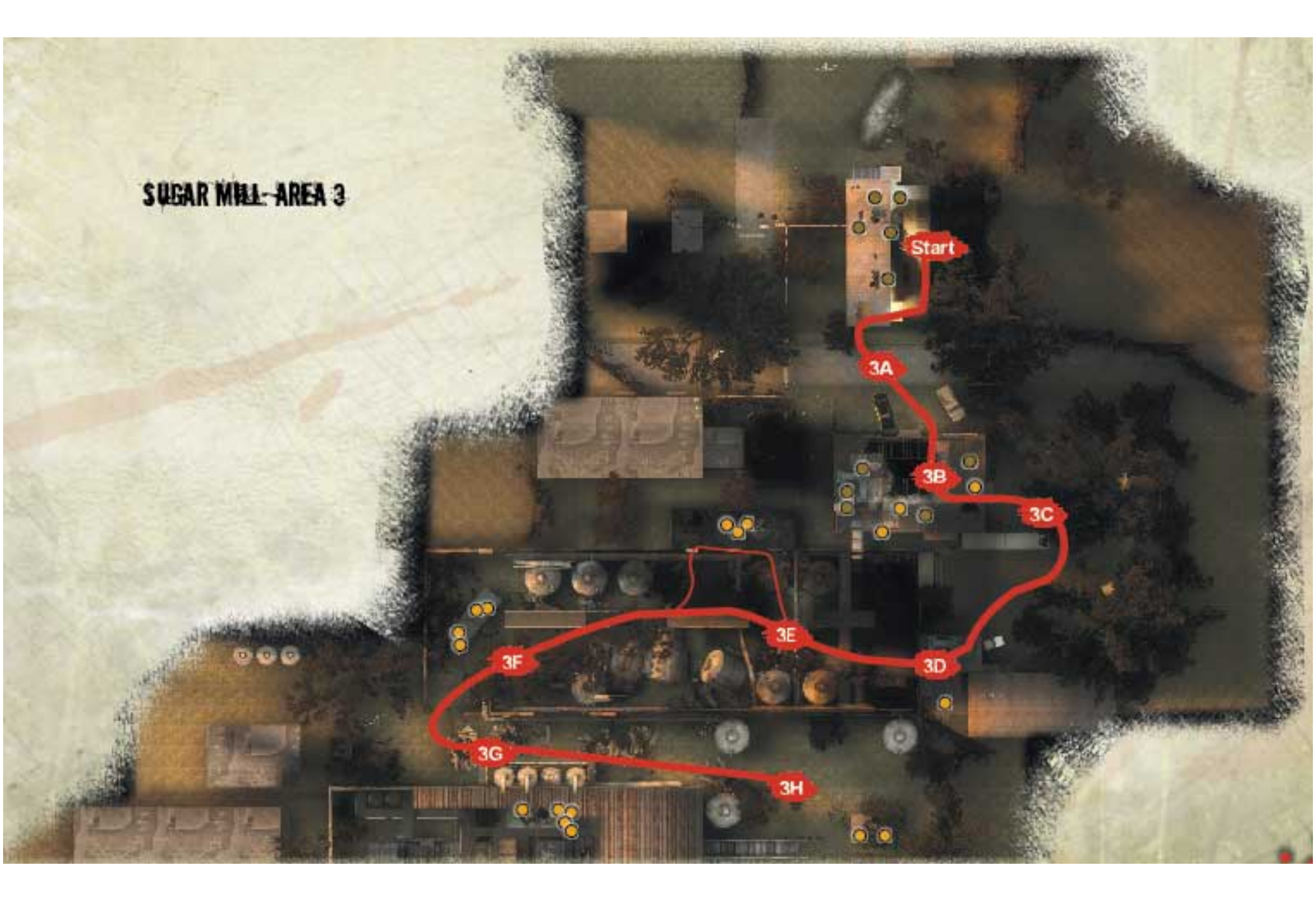
The picture shows a perfect takedown strategy for the Infected: A Jockey manhandles Ellis inside a house after an interior exploration goes horribly wrong for the humans and Ellis's friends are outside, wondering where he is.



Darkened interiors, under stilt houses, behind vehicles, along the sides of garages, over fences, up on rooftops—these are all viable locations to spring from. Launch your attacks from different directions at the same time to further flummox your foes, and pile on the pressure by piggybacking onto a Tank's or Witch's rampage to really hammer the point home. Finally, try raising the alarm: Drag or bump a Survivor into a car so the Horde is summoned.

Hard Rain

Entrance and Refinery 1



Where Witch es Roam: Sugar Mill Overview

A dilapidated sugar mill, consisting of an office, two refinery buildings in terrible disrepair, the shell of a four-story plant, and a sugar cane field, is all that lies between you and a gas station with suitable fuel for Virgil's boat.

Of course, the mill is a death trap of darkened corners and twisted and fallen masonry and metal, and it features numerouswitches.

This place of despair seems to attract this most ferocious of foes. The pathway winds through both refineries to a loading bay and has a couple of smaller chambers and cabins where items can be found (and stored for later).

Once you're atop the plant, the Horde attacks after you call the elevator. Assuming you survive their onslaught, you can blindly run through the cane field, hoping you don't encounter another weeping Witch .

+ This place may initially appear to be a maze, but segment it into recognizable areas (as the guide does) when speaking to your team.

+ Much of your journey should involve looking at the raised catwalk sections and recognizing areas to utilize on your way back.

+ This is the last time you need to actively discourage the taking of item caches; leave items of particular importance (Adrenaline) for the return trip.

- Witch es sit or plod about this entire stage, meaning trigger-happy teammates need to watch their aiming, and flashlights need to be turned off. Using a precision weapon is also recommended, so you don't accidently wake a Witch with shotgun spray.

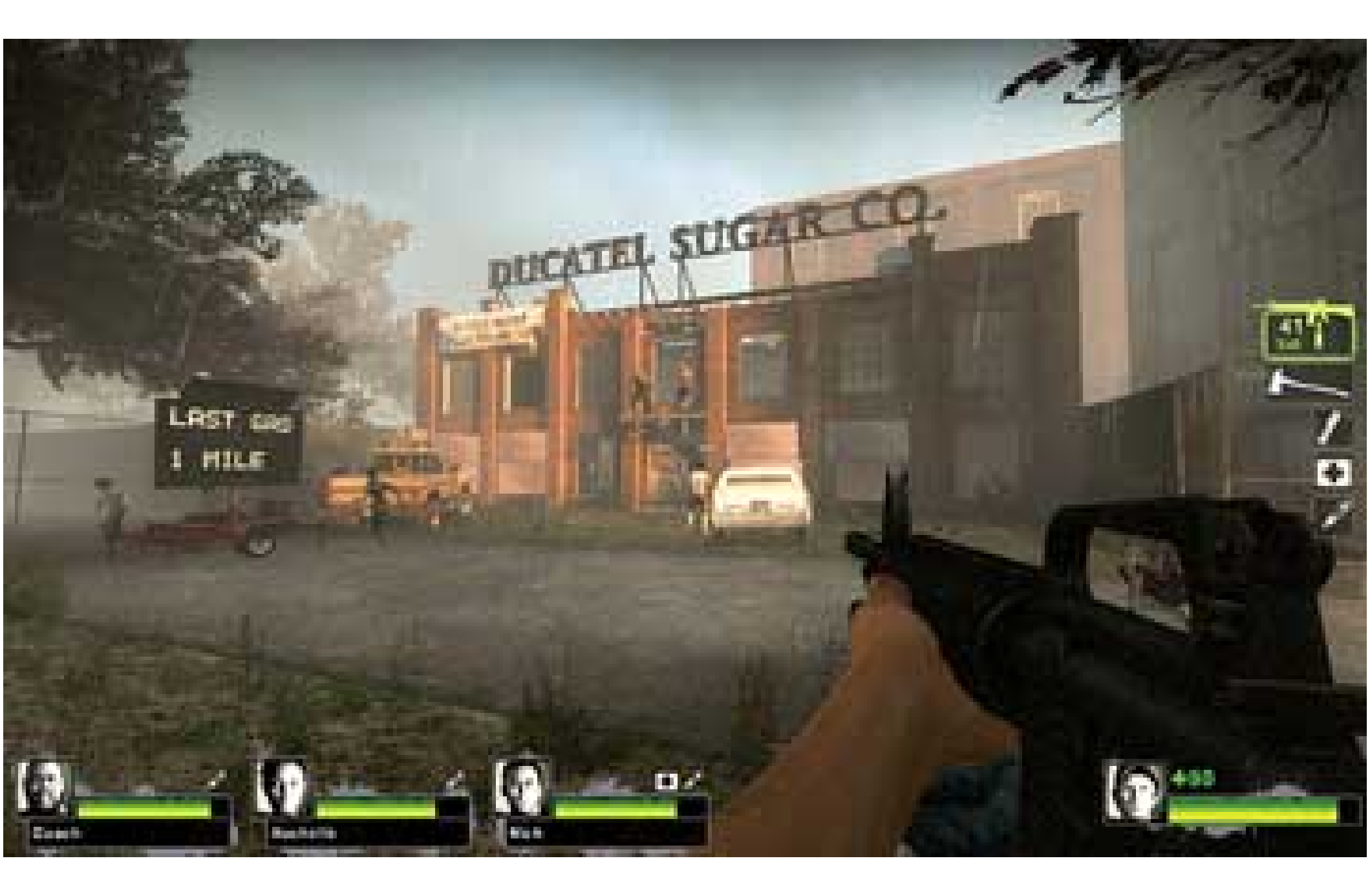
- The plant is highly dangerous due to its multiple floors without safety barriers. Stay together, and take up defensive positions when the elevator is called.

- The cane field is particularly confusing, so use the gas sign landmark so you know which way to run; it is very easy to split from your team and get picked off.

Duke It Out at the Ducatel Mill

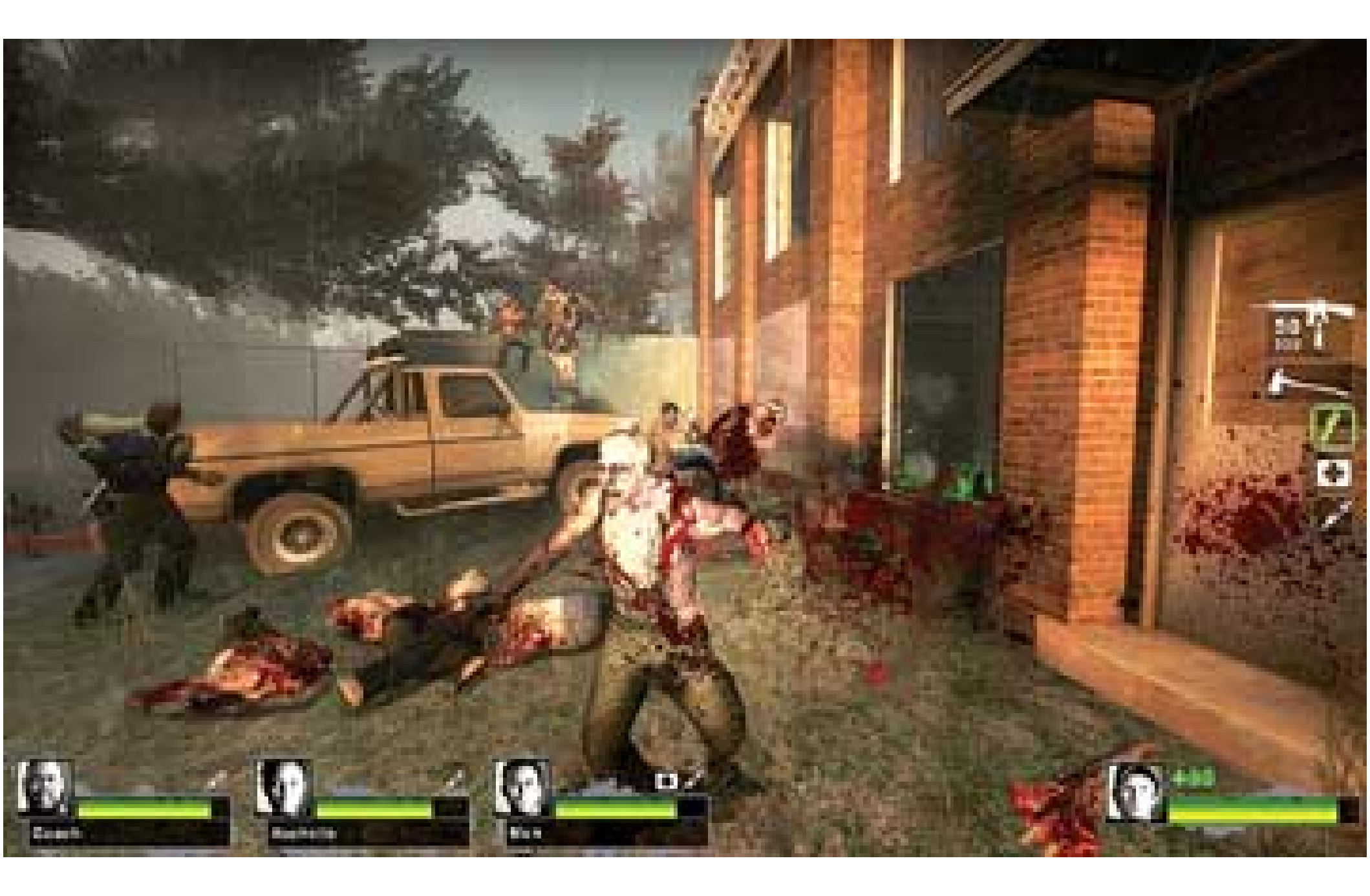
This location has a number of Belt Items, a First Aid Station, and Kits to take, but resist this temptation because you'll be returning to this exact location later on. Make sure there's enough items for both occasions.

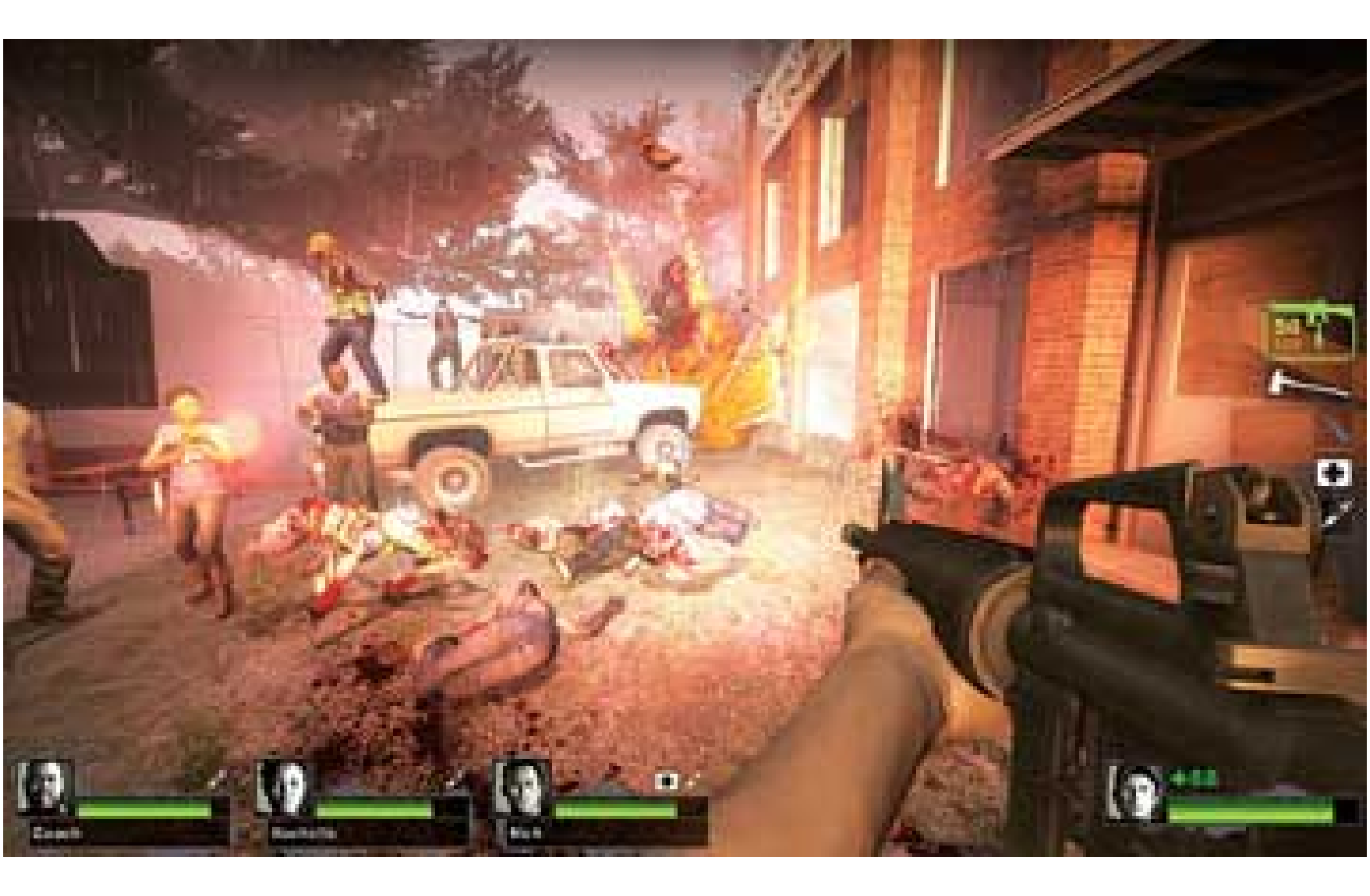
Head down the stairs, checking the darkened storage room for additional supplies (usually an explosive Propane Tank) before stepping out and situating yourself at the entrance to the Ducatel Sugar Company Mill (picture 1). Only another mile to go for fuel!



3A

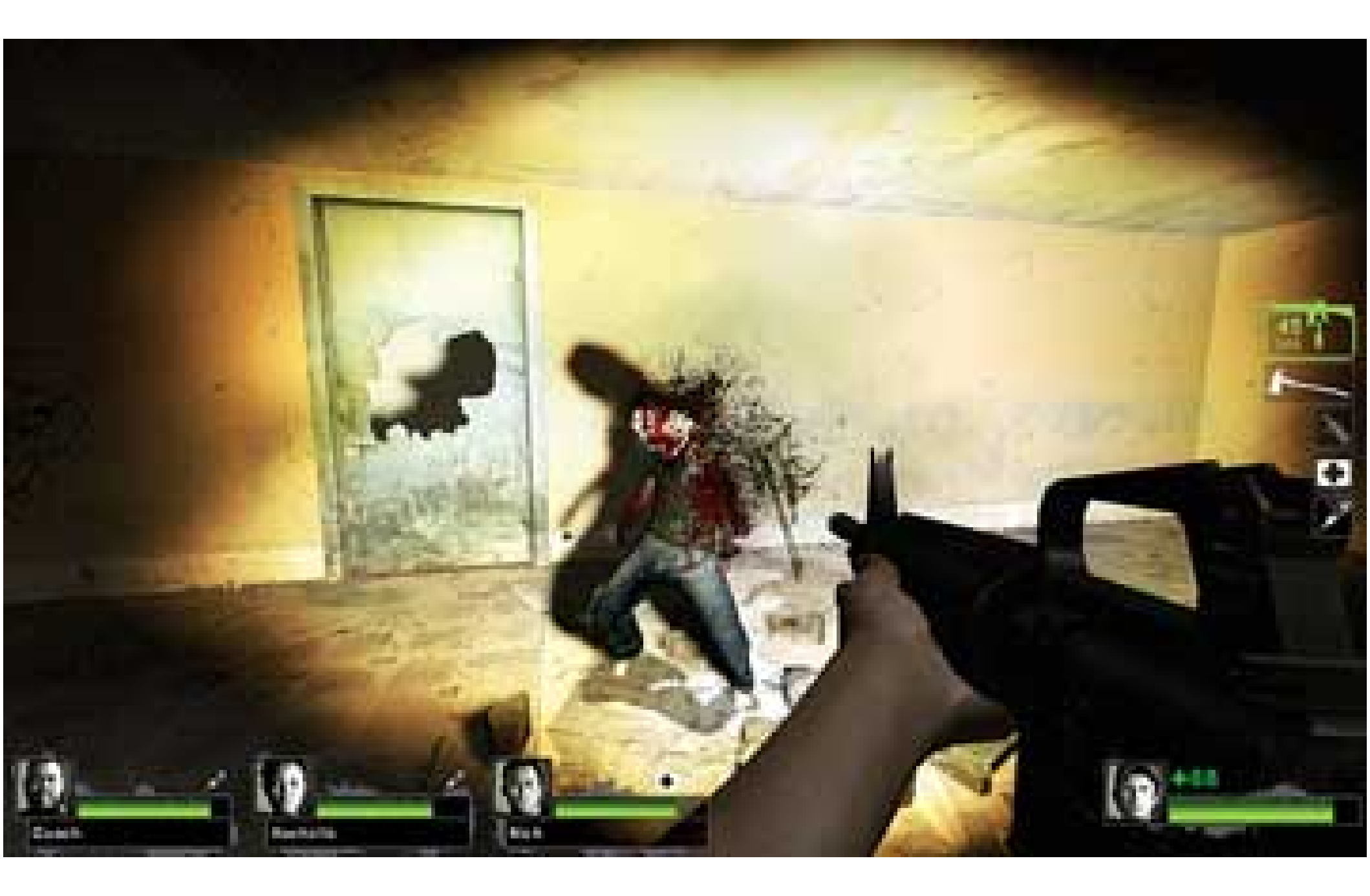
Of course, it's a lot easier to obtain a battering at the hands of the Infected, who tend to rush out of the entrance windows (left and right of the sealed double doors), or attack from the blocked road from either side of the building.





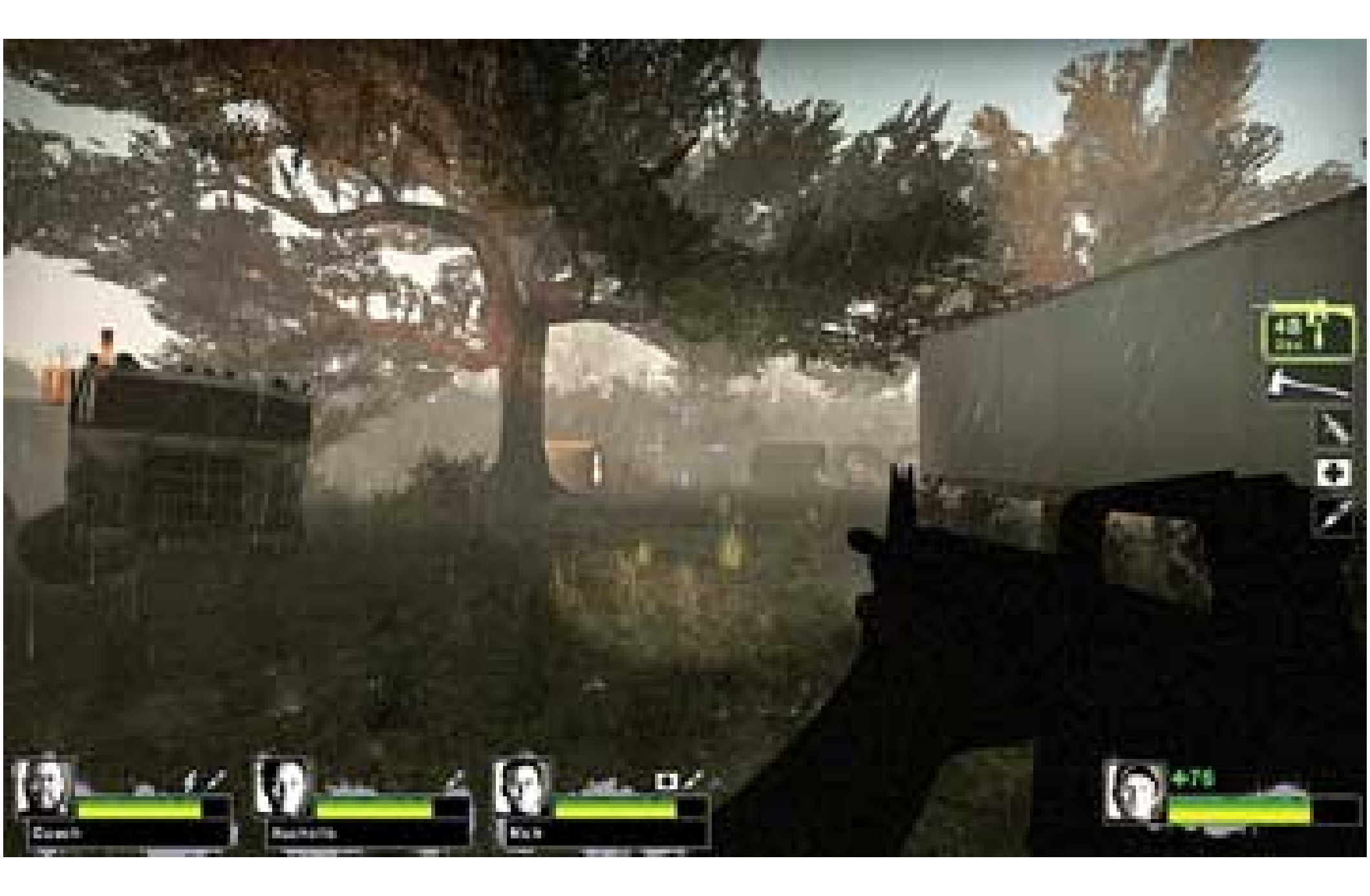
A steady stream of foes is likely (picture 2), so lob a Pipe Bomb into a corner (picture 3) and watch the foes swarm it (except for the Road Crew Infected, who need to be slain the old-fashioned way—with bullets or battering).

Horror at the Mill Office Entrance



3B

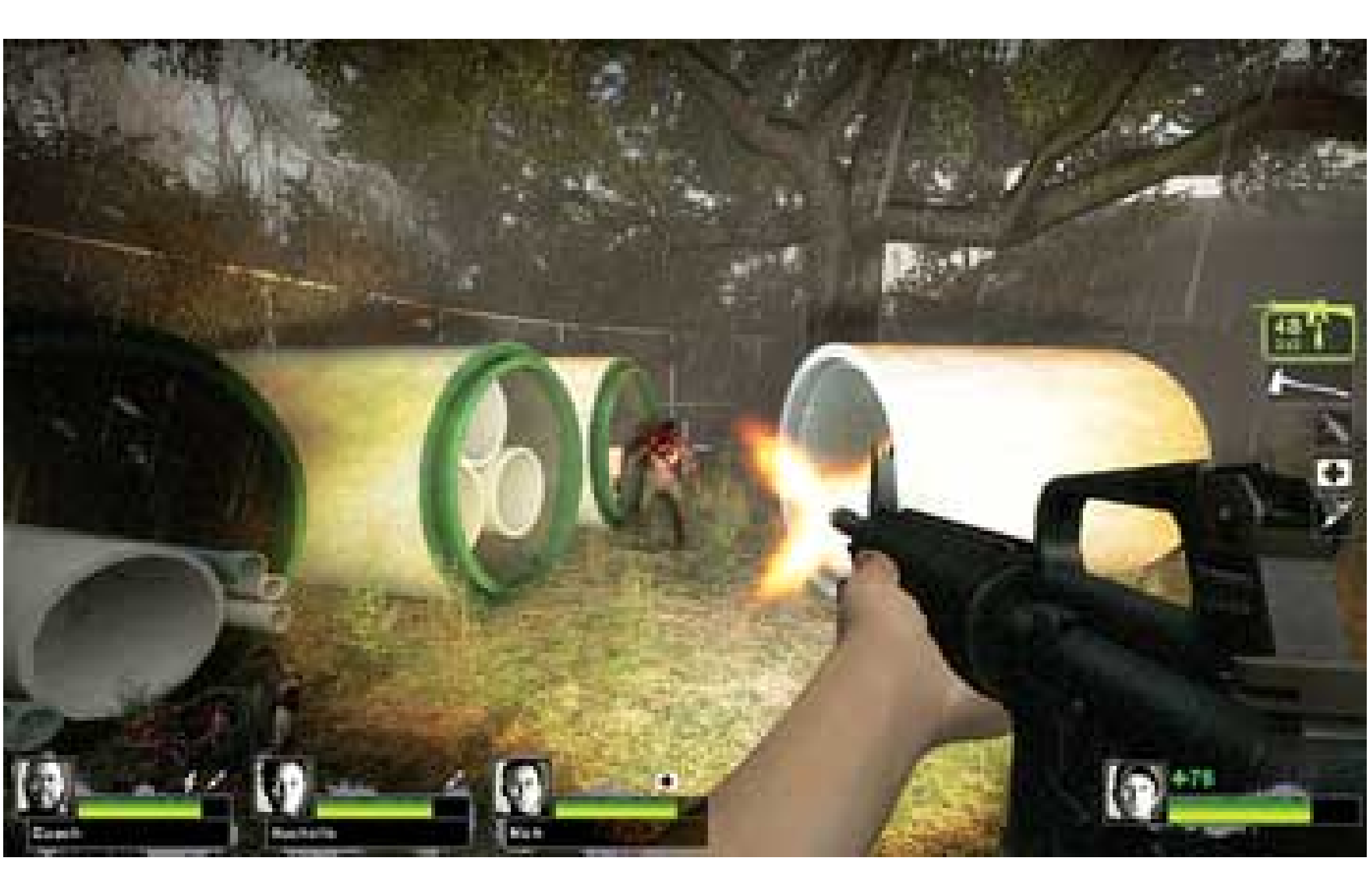
When you've cleared the exterior road of foes the best you can, enter via one of the windows into the mill office, which is a two-floor affair (however, the upper floor is only accessible from the first refinery building (near Location 3E) and will be utilized during your escape).



For now, watch for prowling Infected (picture 1), including Special Infected that have an ambush planned. Search the small office rooms if you're looking for items, then exit via the only exterior doorway (picture 2).

Firing on All Cylinders

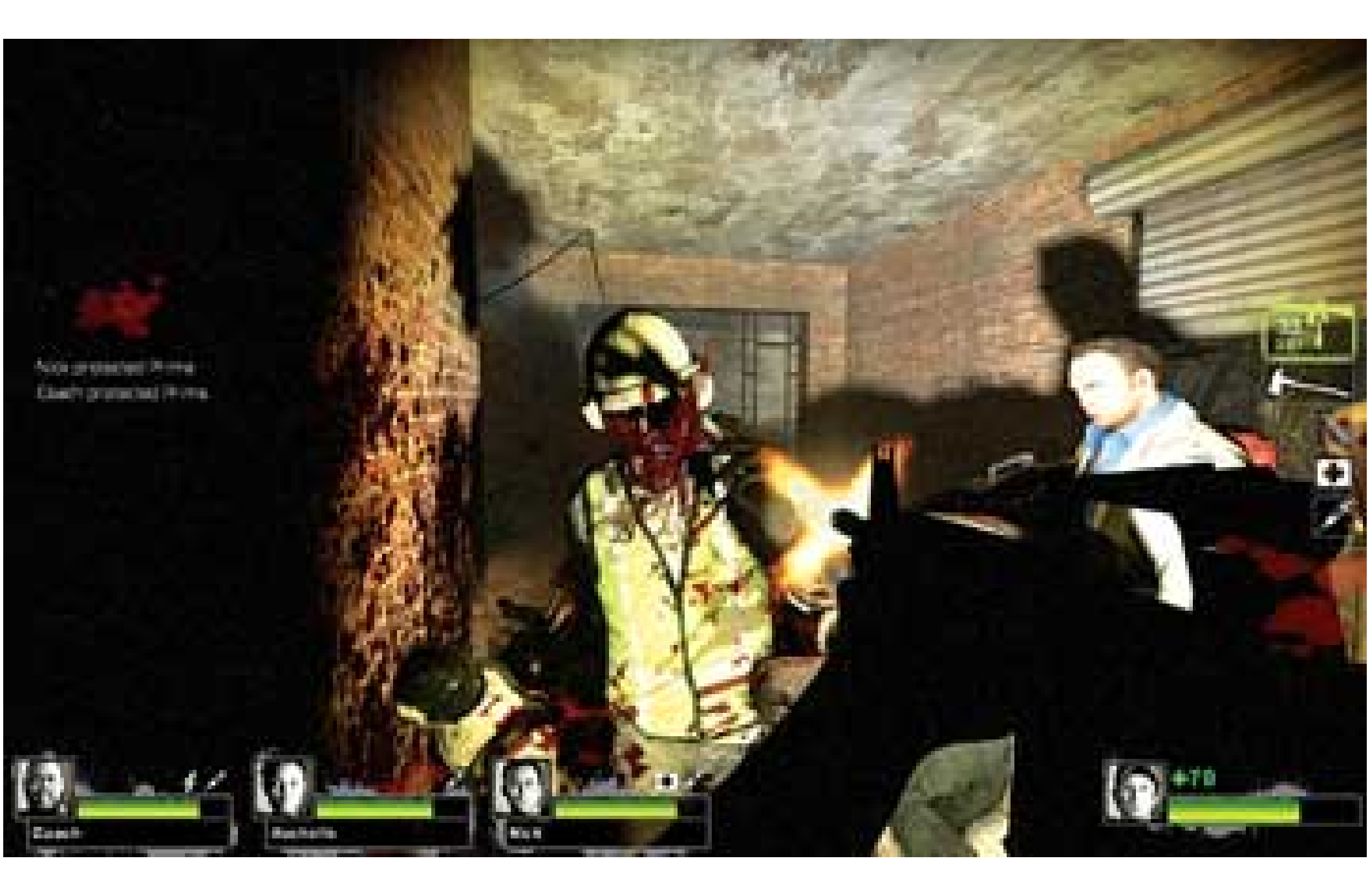
Step outside. The drizzle is turning to a light rain. Pass the rusting truck and container and check the collection of concrete tubing and cylinders under the large oak tree for the shambling undead. Kill anything that moves and complete this U-turn by running toward the garage door next to the portable toilets. Watch for Special Infected attacking from shrubs, the garage doorway, or the roof.



3C

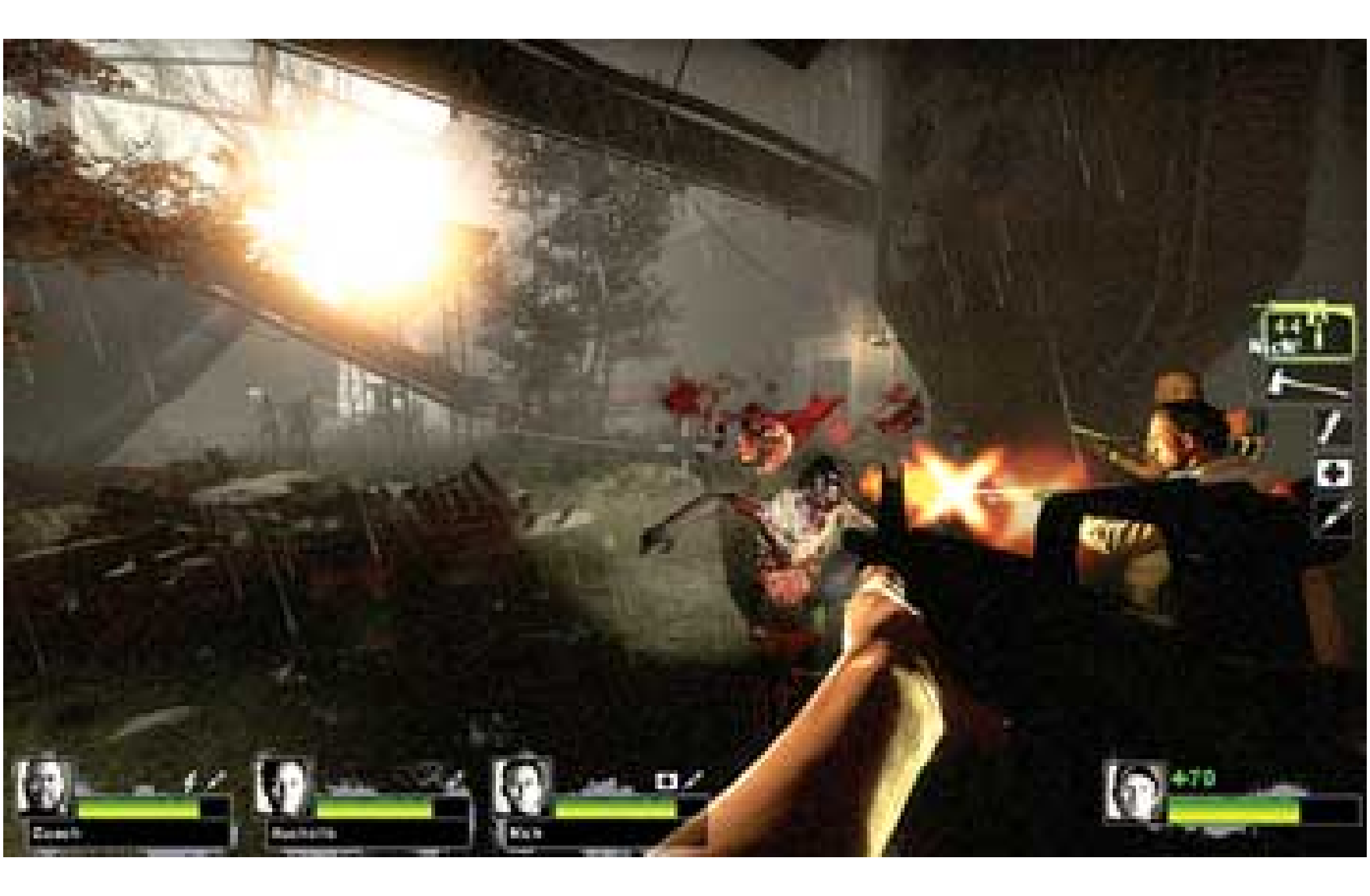
Refinery 1: Vats

Once you're in the garage, you may be attacked or ambushed (picture 1), so stay in the vicinity that is compact and offers cover opportunities, before venturing out into the tumbledown remains of Refinery 1.



3D

Several of huge vats are standing, rusting there as the sun goes down, while others lie on the ground. Move forward toward Location 3E (picture 2). If you see anything that isn't emaciated and weeping, shoot it in the head.



3E

Watching Out For Witches

Can you hear faint weeping? Then aim lower than head height when tackling other Infected in the area, so you don't accidentally wake one of the Witches sitting or wandering the sugar mill. As you're likely to run across up to three of these vicious mourners before you get fuel, you need to give them a wide berth. Don't strike a Witch in the head, or fire off rounds near her!

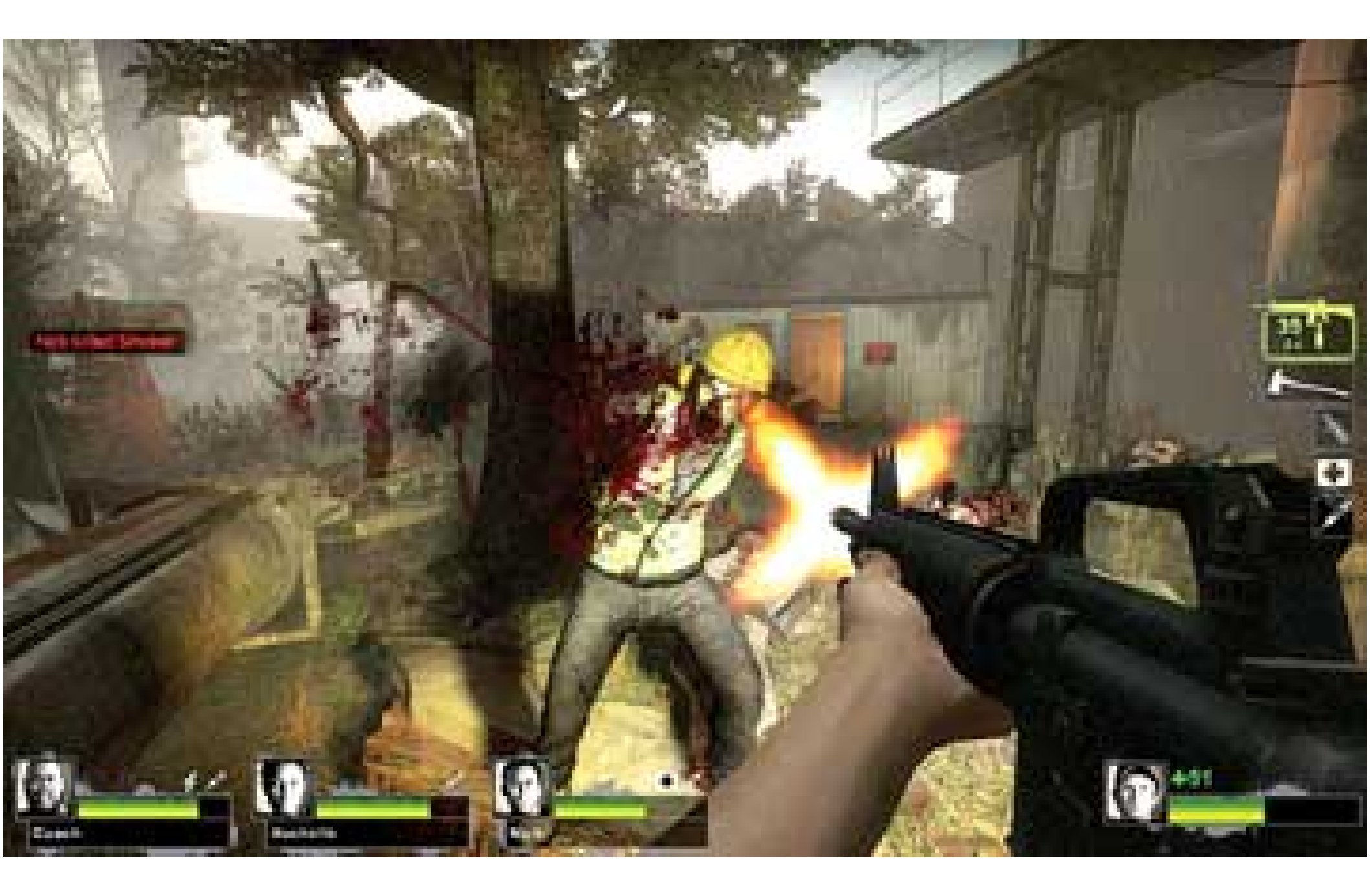
Tip

Search the right wall near Location 3E for a ladder leading up to a thin pipe that stretches the width of the refinery's walls. This pipe also allows you access to an upper catwalk, which you can investigate further.

It leads to the upper floor of the mill office (3B). Using this route saves you a significant amount of time when you're backtracking through this area, so plot the route now and remember it, before the sun goes down.

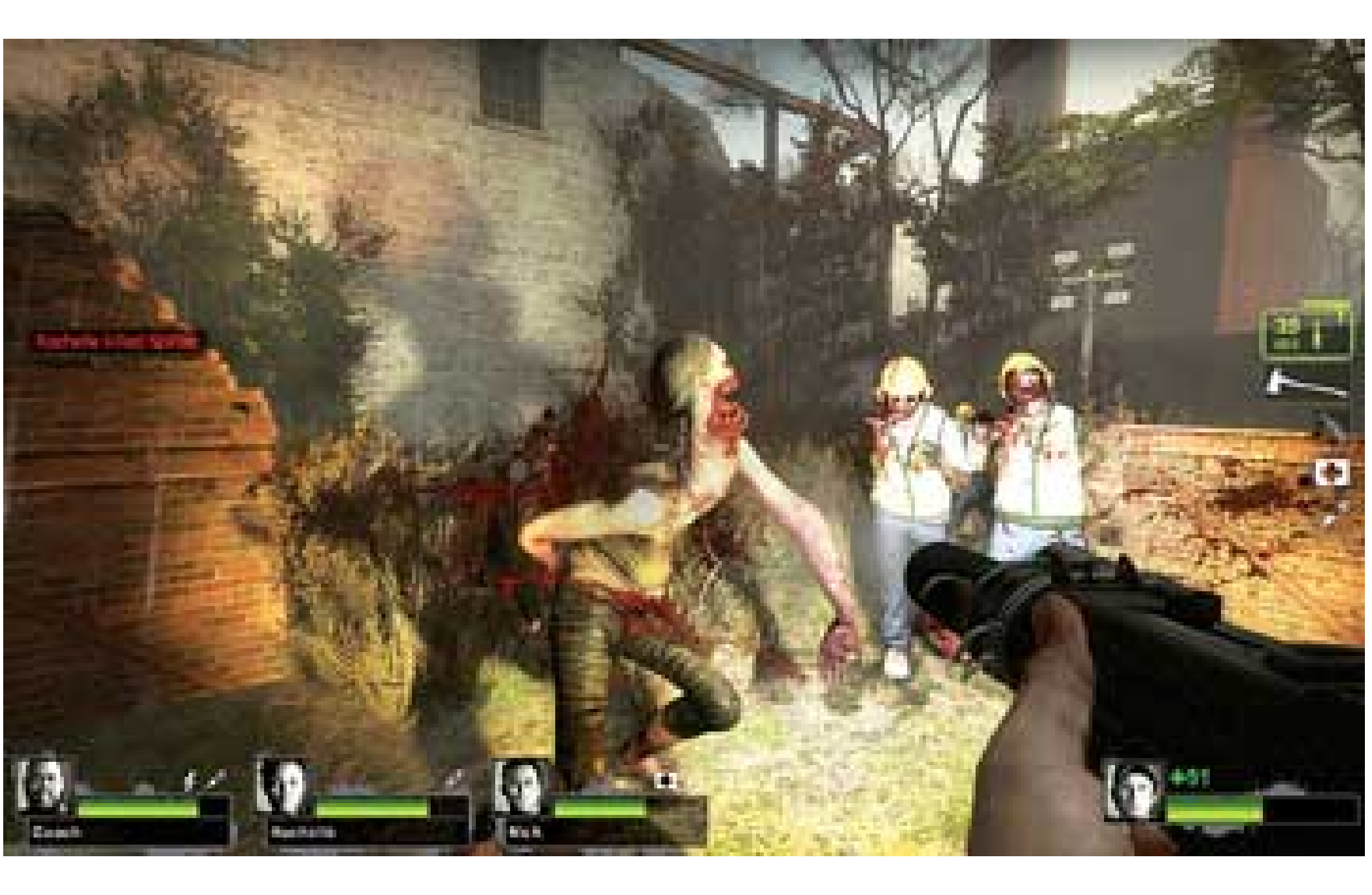
Refinery 1: Exit and Exterior Alleyway

You can continue to plot a course back through Refinery 1, but only after the foes on the ground have been nullified. From Location 3E, optionally check the small foreman's office for signs of items, then exit back into the refinery and move under the remains of the catwalks (which can be used as "stepping stones" on your return journey), heading toward a small cabin at the far end of the refinery building (picture 1).

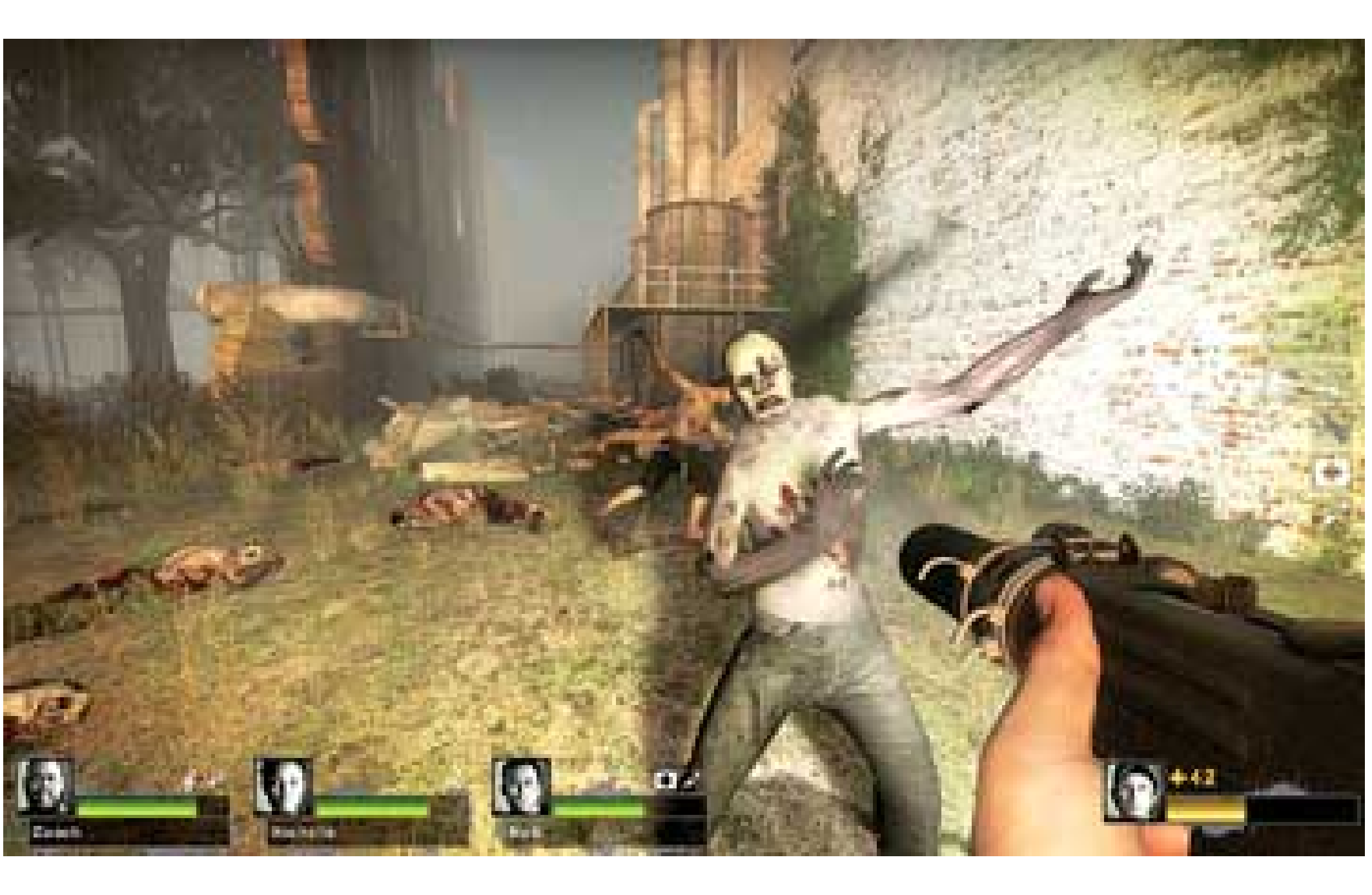


3F

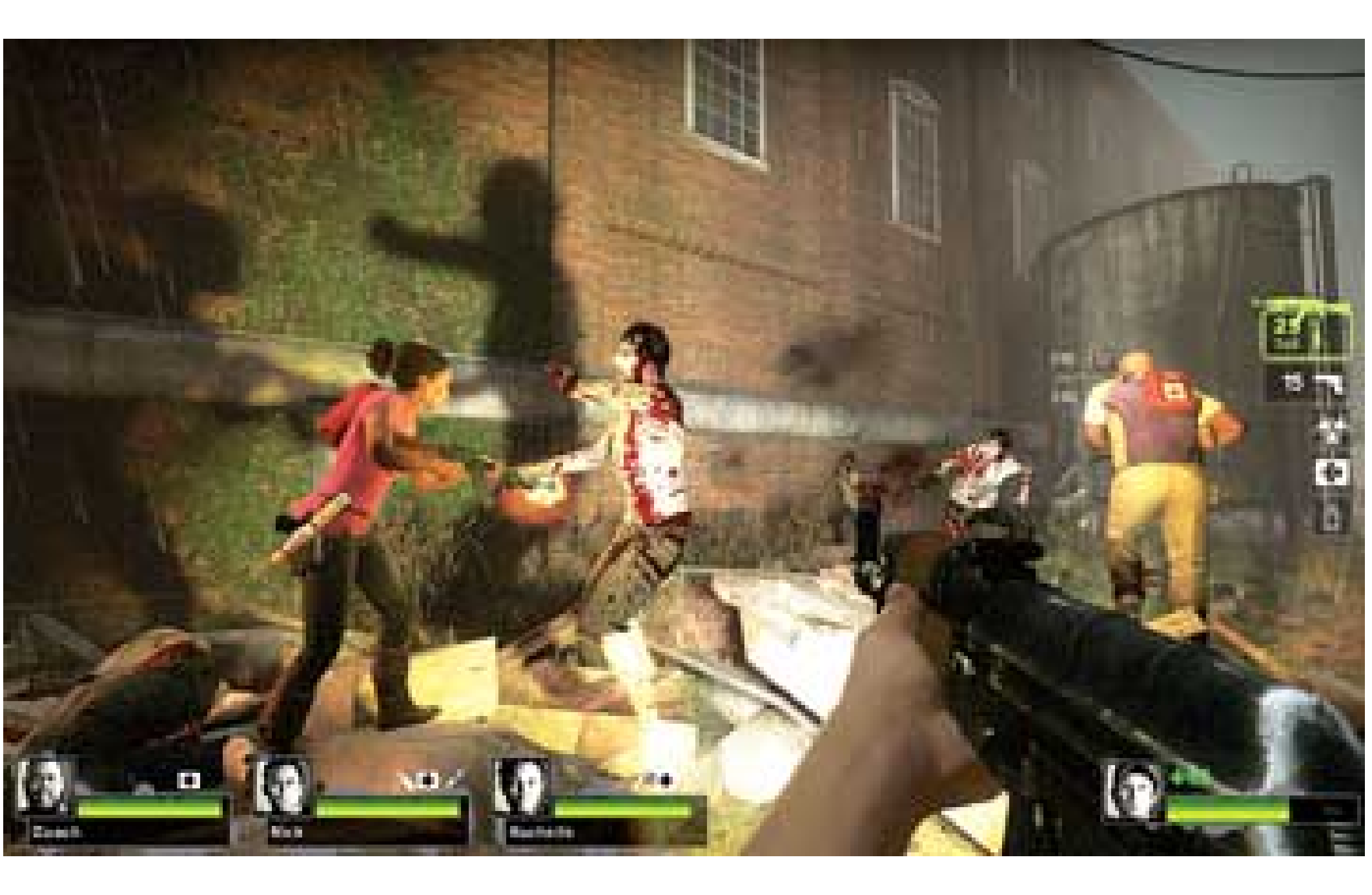
There are items inside the cabin that you should save for later, but there's no time like the present to demolish the ever-present Infected threat, which is likely to include a Special Infected or two (picture 2).



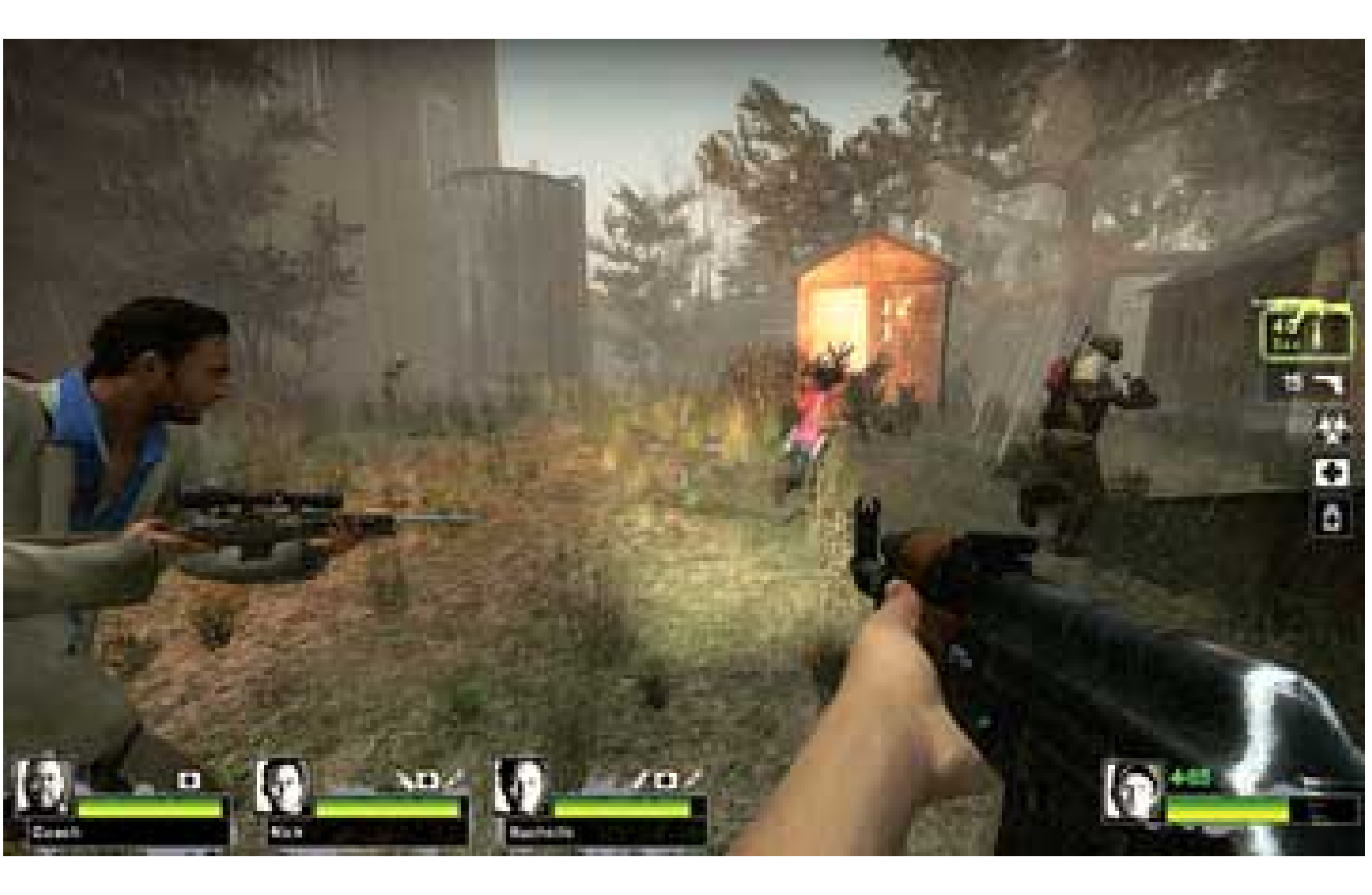
Stay relatively close together as you cut down these foes, then make a long left turn out of the building completely so that you're facing in the opposite direction—an alleyway that runs between Refinery 1 and Refinery 2 (pictures 3 and 4).



3G



Continue culling as you progress down here. Expect a few more lost souls to attack you, and be extra careful as you head into another patch of grass with a couple of rusting sheds (picture 5): A Witch may be lurking here.Inspect the area for items, then run up the conveyor belt to enter Refinery 2 (4A).

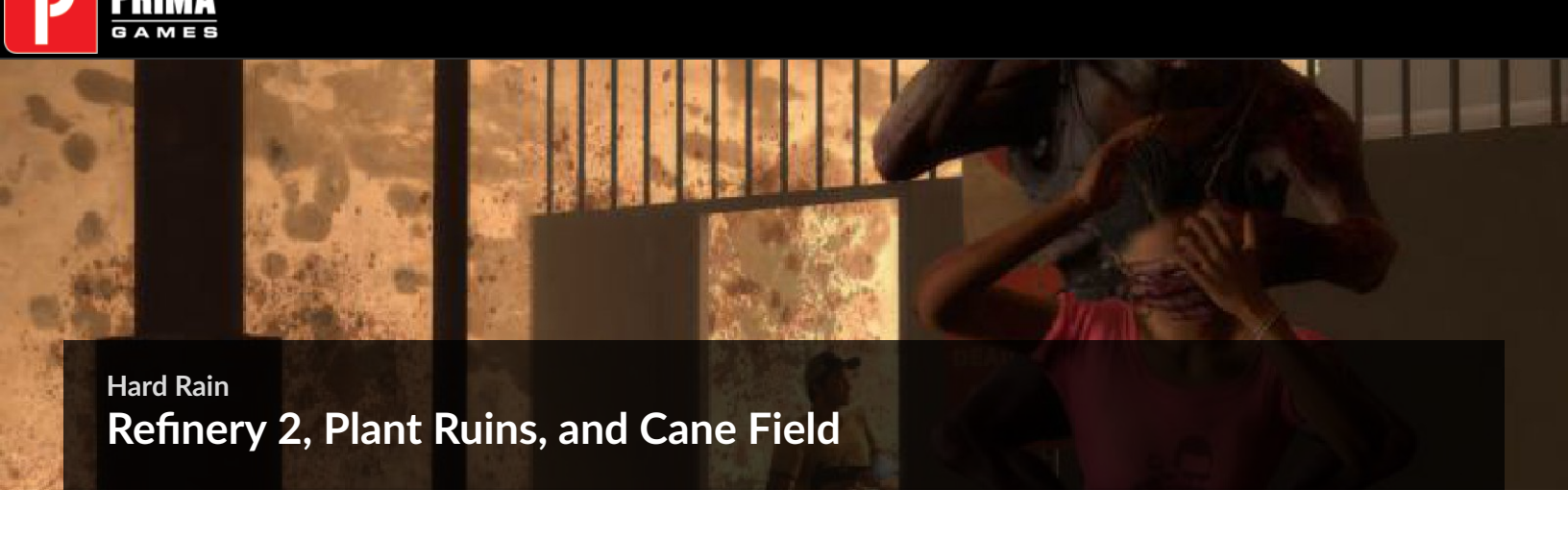


3H

Effective Infected

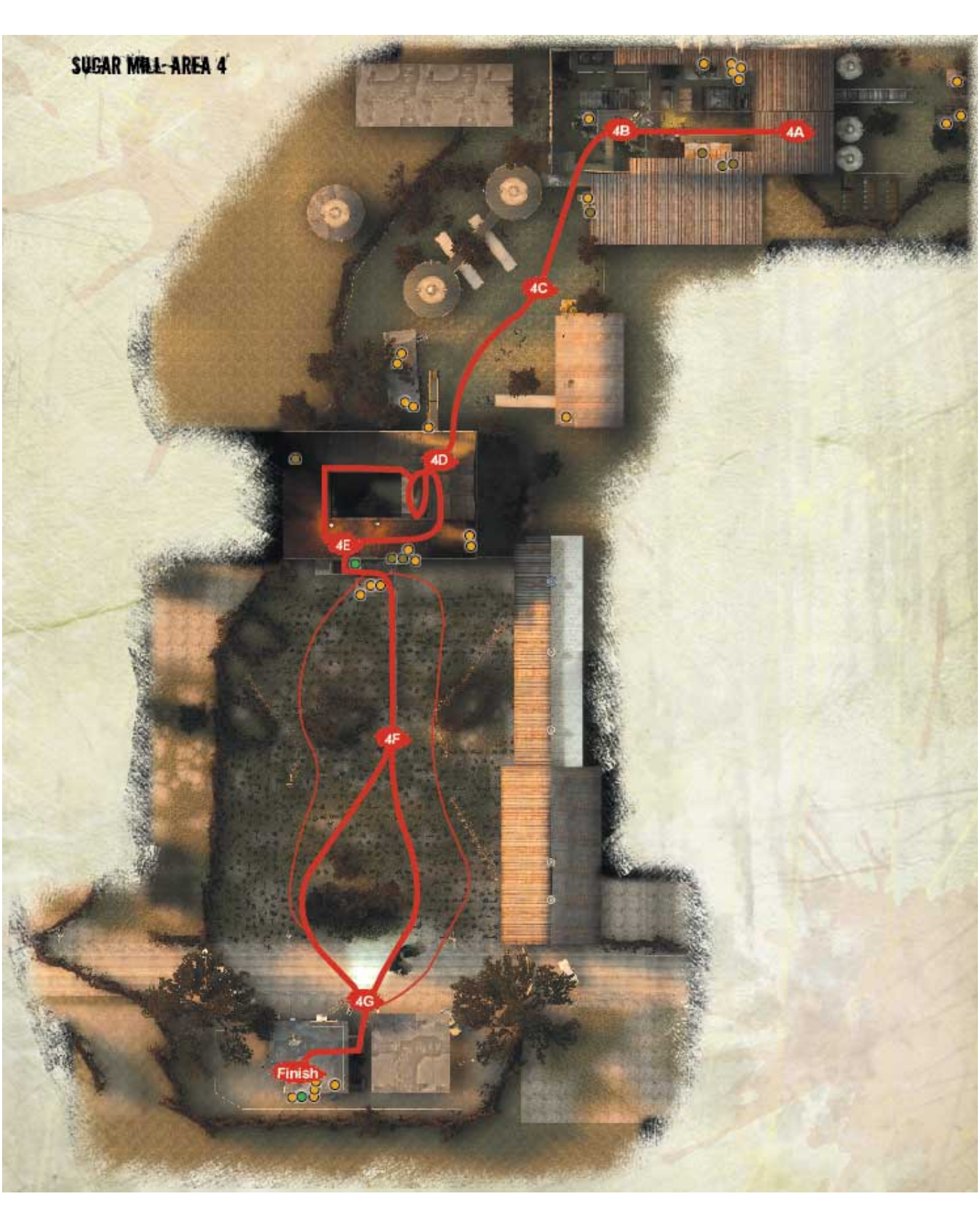
There are a few choice areas where, with careful planning among the Special Infected and a bit of luck, you can decimate Survivor morale and severely impede their progress. To begin with, use your height advantage to scale rooftops, walkways, and pipes so that you can drop down or drop your offensive attacks on the foes.

Refinery 1 is a great place to try this out, but the mill office itself is also a good place to ambush, with its darkened rooms that aren't easy to clear. The garage (shown) is a good place to strike, too, as space is tight. Also be sure your Spitters vomit in narrow pathways, and that you time your attacks alongside any Witches.



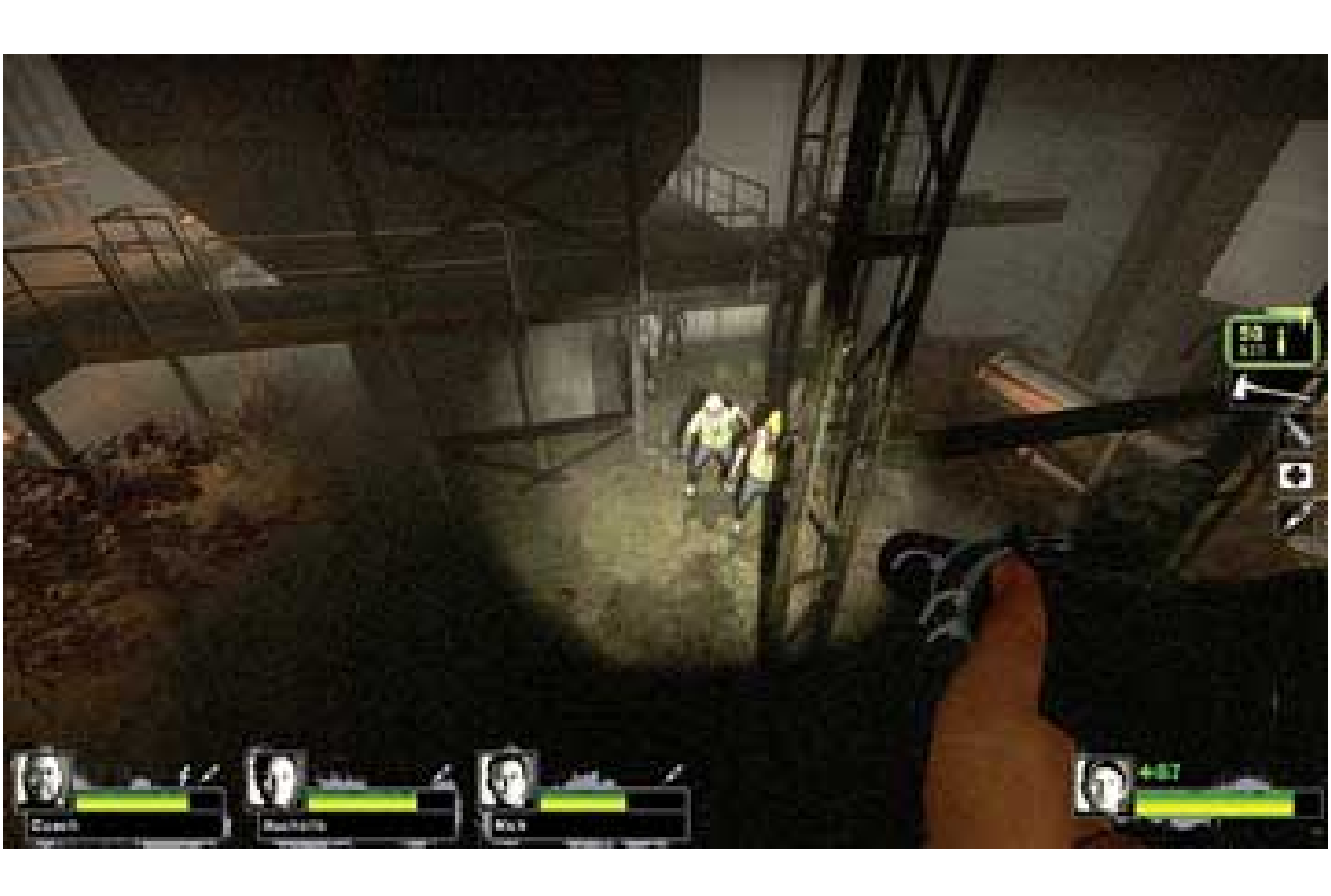
Hard Rain

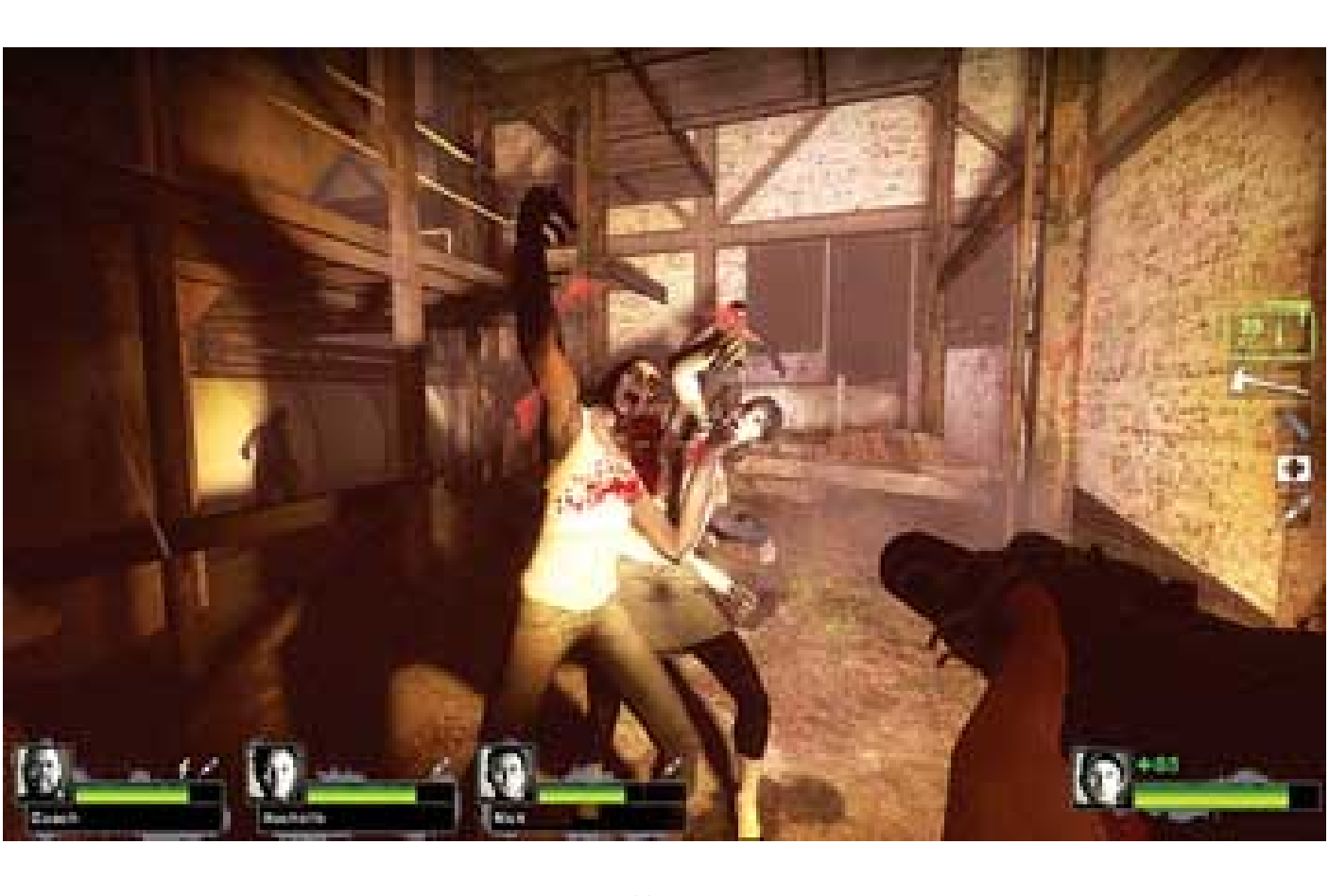
Refinery 2, Plant Ruins, and Cane Field



Into Refinery 2...

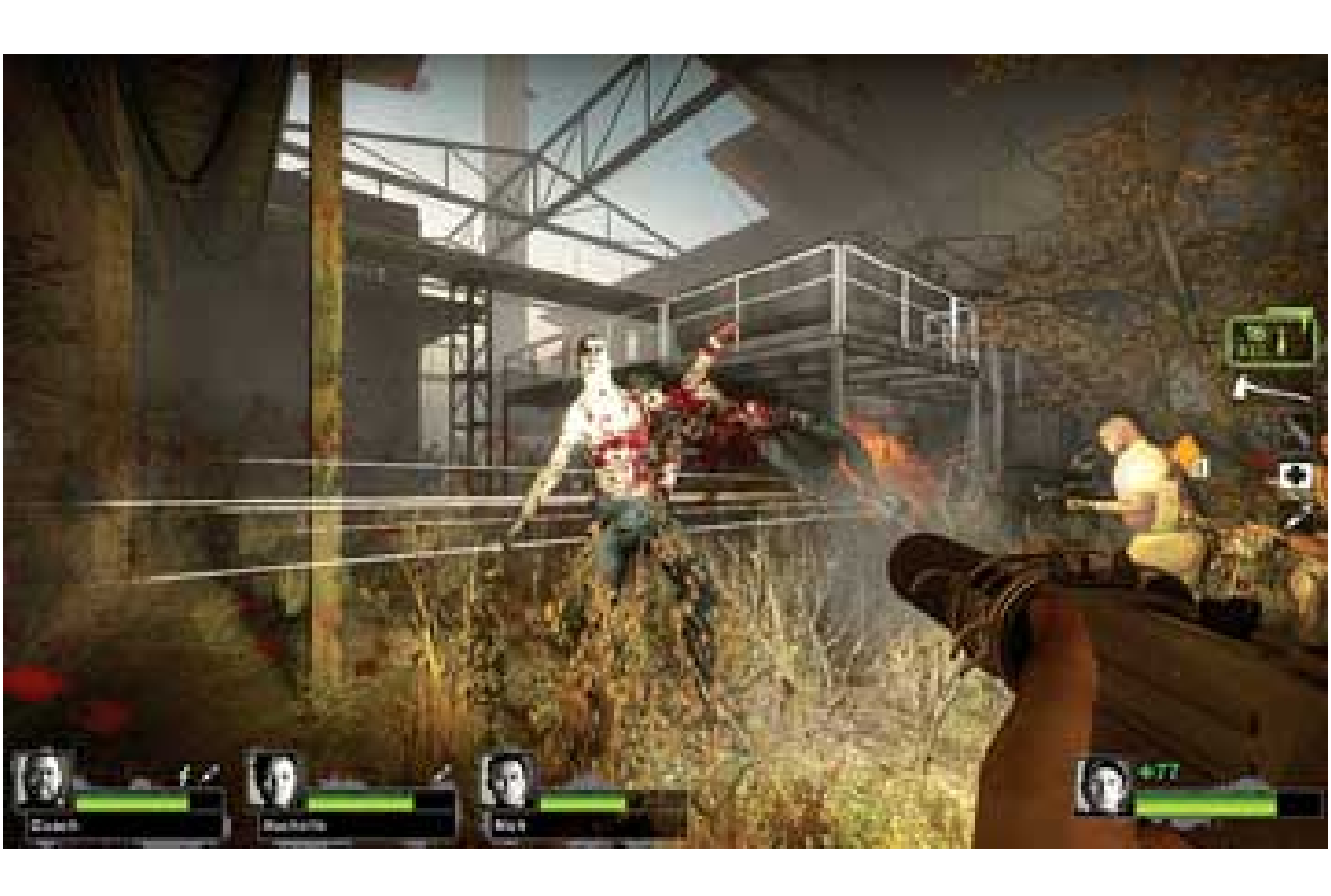
At the top of the conveyor belt is Refinery 2, which is more structurally sound than the first refinery, but still in a terrible state. It's made more dangerous by the ravenous masses gathering below you.





4A

Shoot them from atop the belt (picture 1), or drop down and engage them at closer quarters (picture 2), depending on whether more dangerous enemies (Special Infected, Witches) are in the vicinity. Beware of getting caught in a corner of the refinery (picture 3) as you progress forward. Circle-strafing around your foes while checking the catwalk above for the return journey is your preferred plan here.

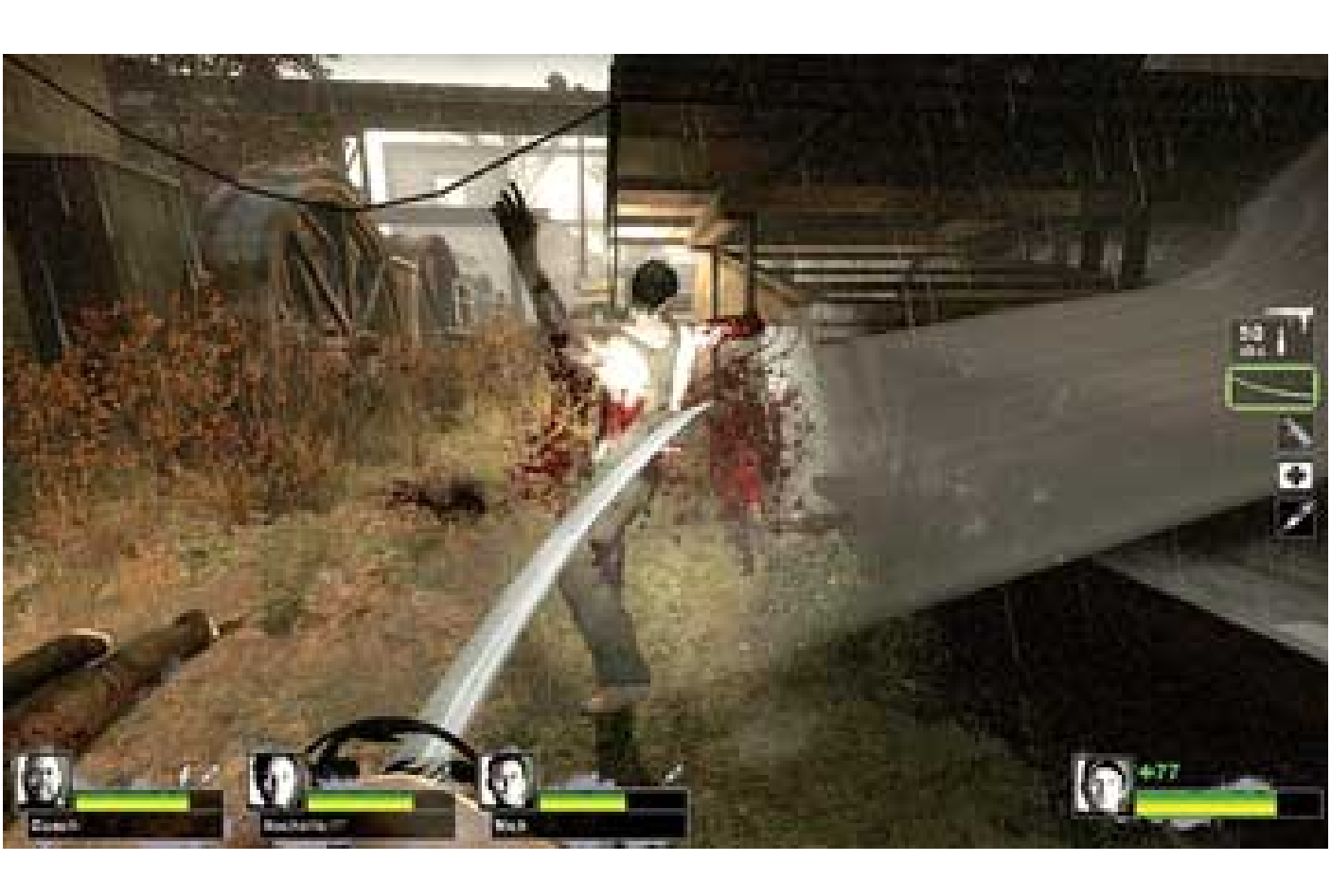


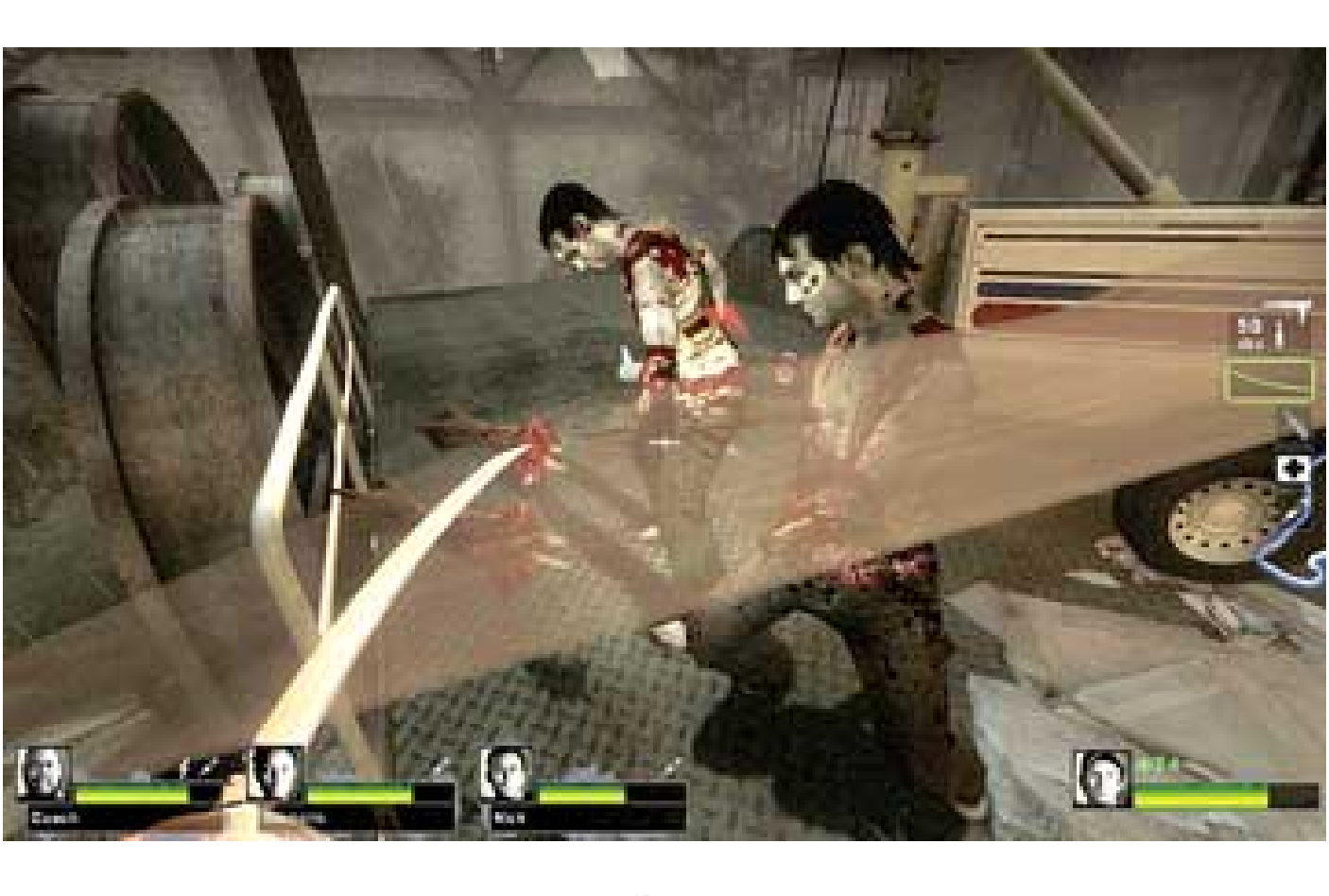
Tip

The drop from the conveyor belt is another problem area where Special Infected can grab and drag back the last Survivor before they can step down into Location 4A. If this occurs, save your friend by dropping down, then immediately heading north through the gap and dropping back into the alleyway between the buildings. This allows access to the patch of grass and rusting sheds again.

...And Out the Other End

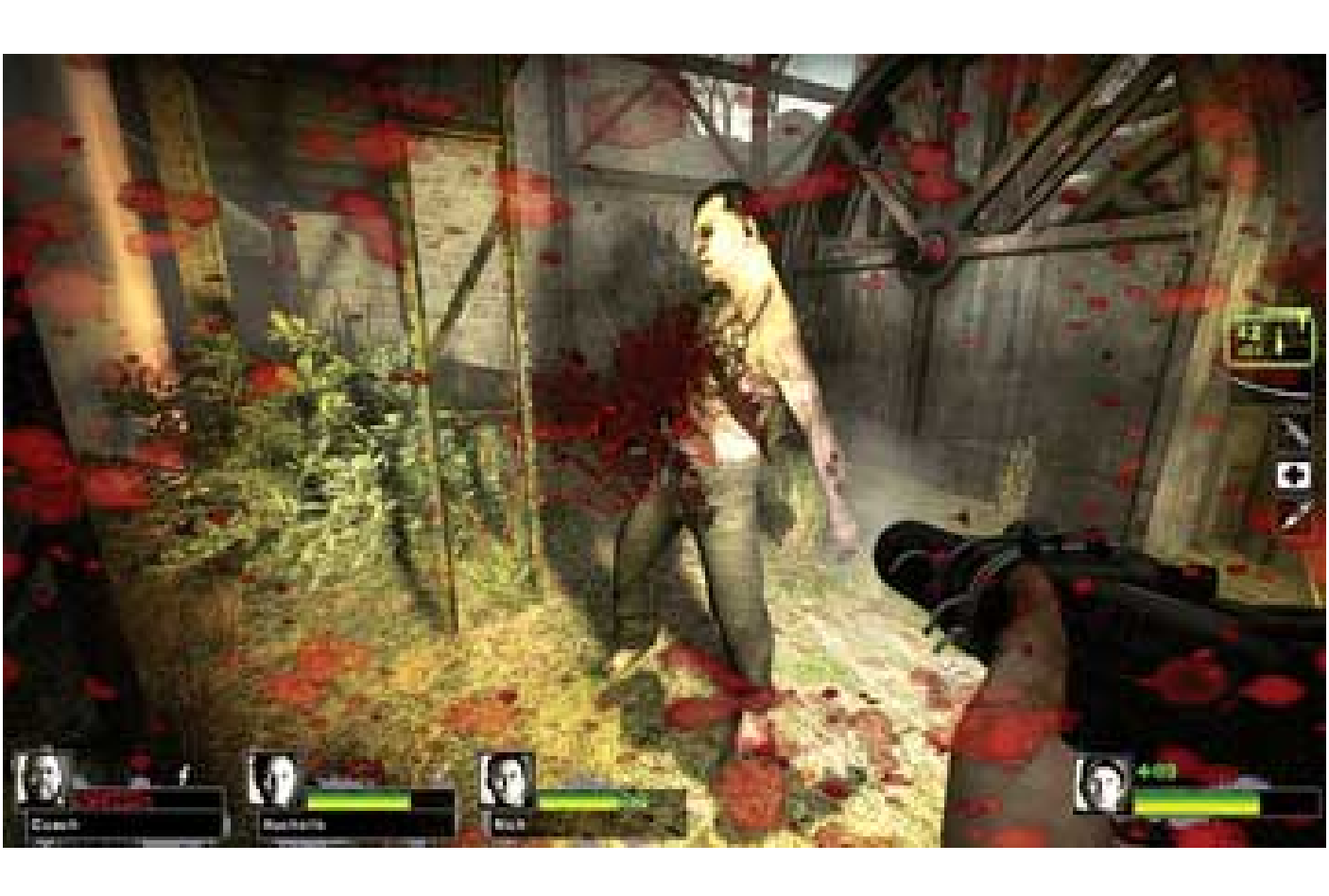
Check the left wall for a door to a small storage room where items may be located before heading back outside and moving along the grassy floor, past a portable generator and conveyor belt (picture 1). Leap onto the remains of a catwalk near a second generator (picture 2), or head right, under the catwalk and around toward the right perimeter wall.





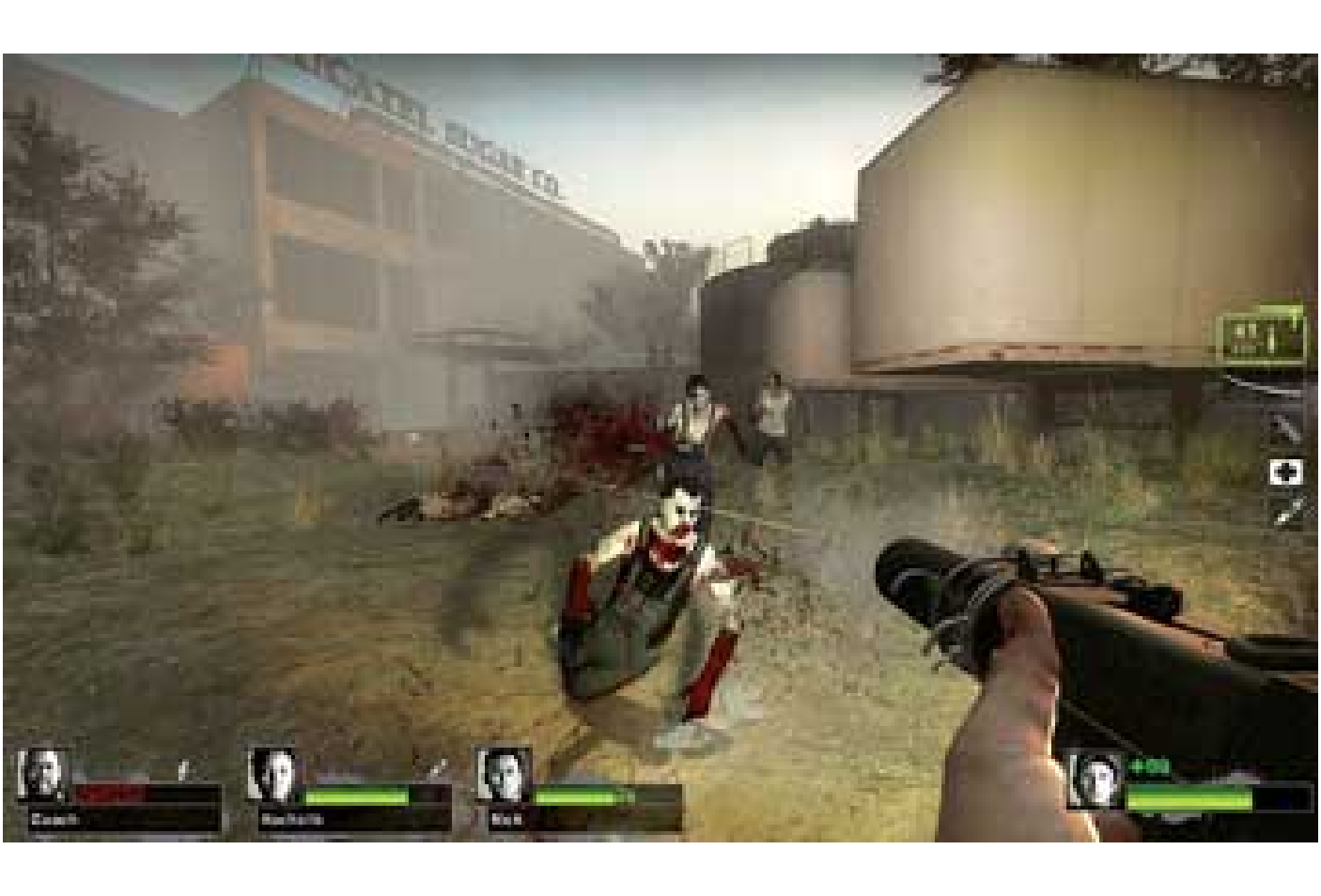
4B

At any stage you may stumble across a Witch, so be ready to lower your weapons and cut down foes without risking a Witch headshot. Drop off the catwalk if you're taking the main route (picture 3) and scramble out of the refinery via an opening at the far end of the left wall. The catwalks above your head are only useful on your return journey.



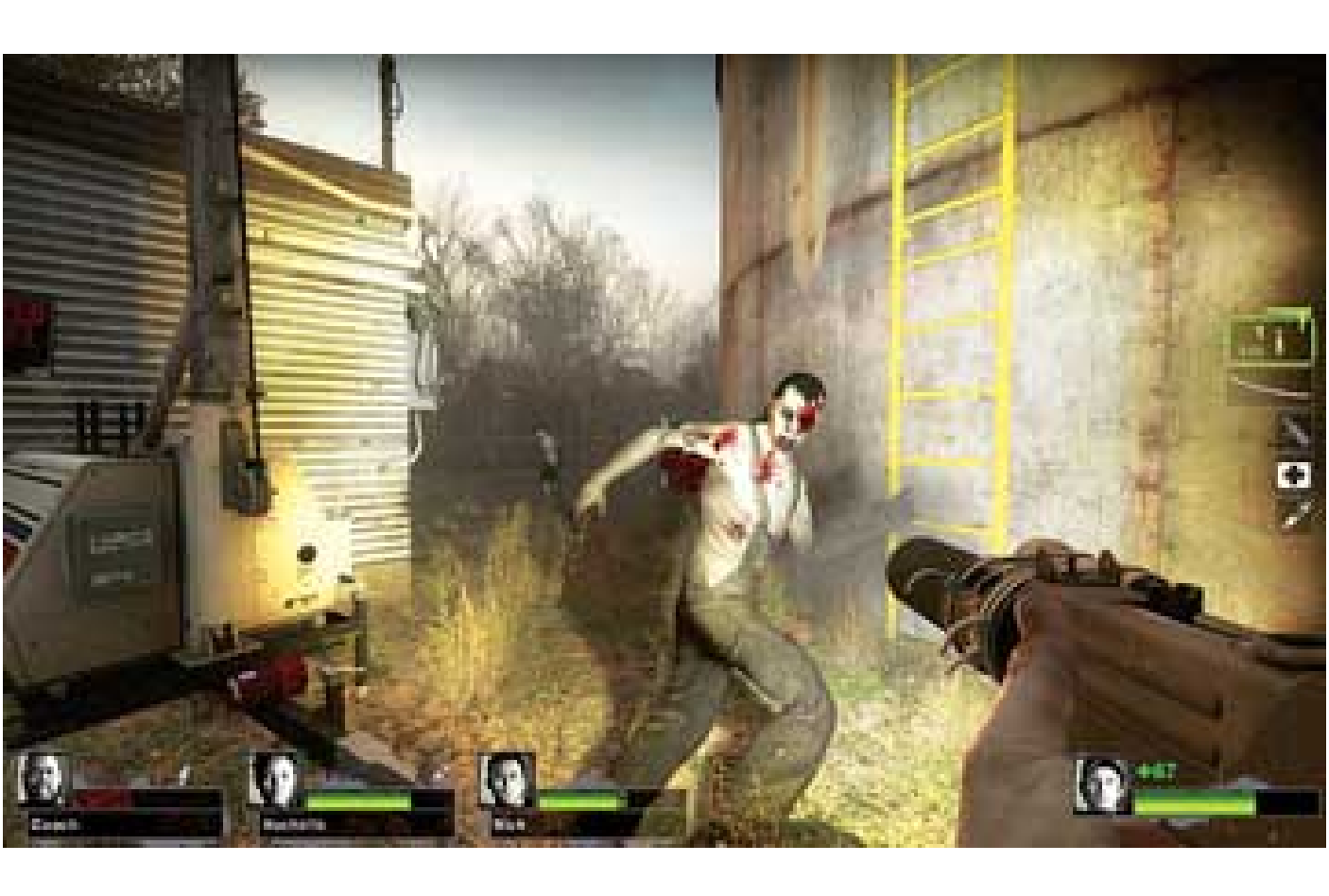
Outside Loading Bay

Move into a more open area with grassy scrub and a rusting container truck near two large reservoir towers on your right and a loading bay building on your left (which can't be entered). Suppress the immediate threats (picture 1), stepping onto the ledge under the loading bay roof so foes need to clamber to reach you.



4C

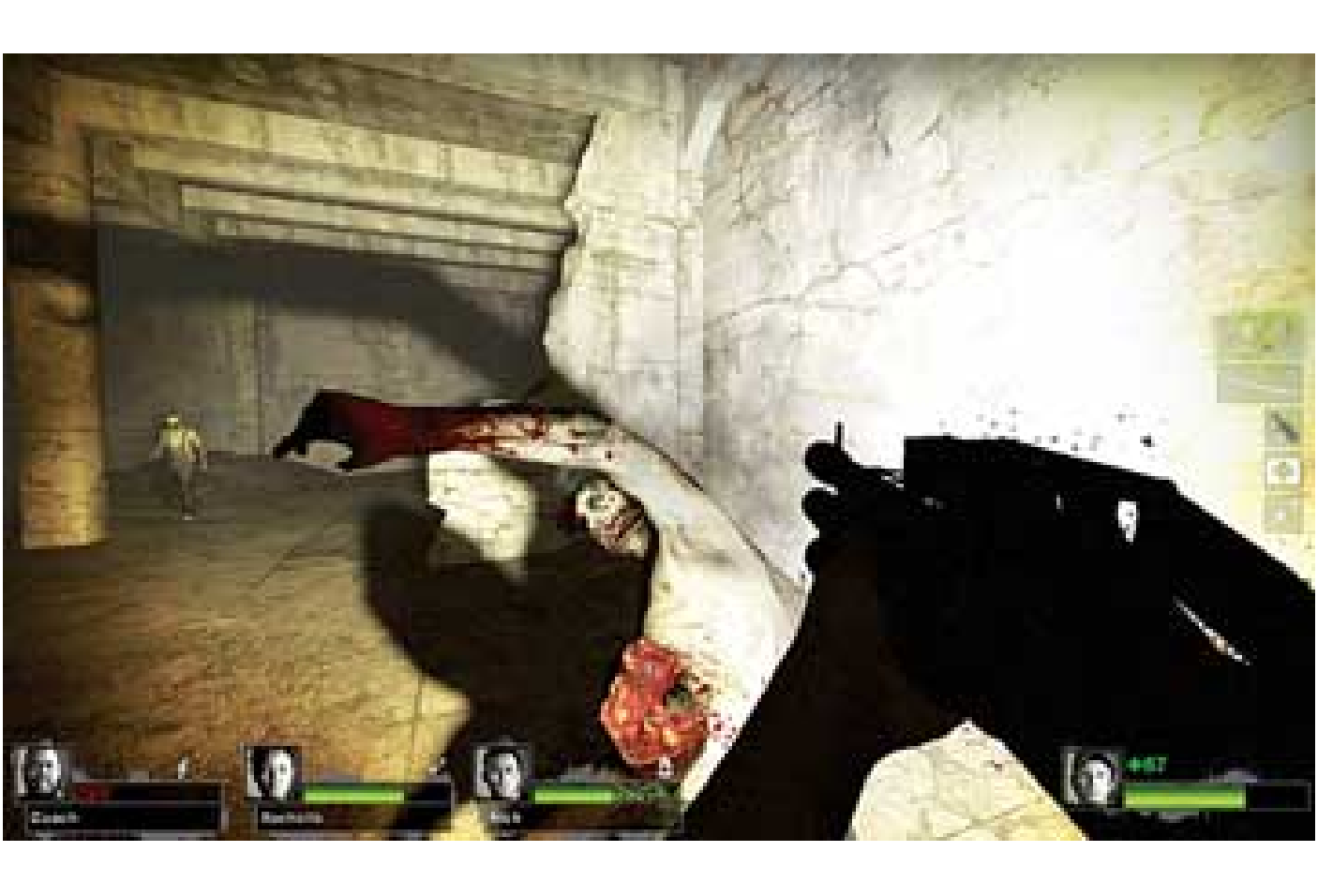
Mow down anything that groans, check for items, and then navigate around the water (because wading slows you down) toward a cabin, just as the rain begins to pelt down. Beware of additional foes (picture 2) between the cabin and the rusting tower, which can be climbed via the ladder (if you're wanting to plot a return journey along the catwalks linking the towers). Drop into the cabin to stock up on items, or else save them for your return.



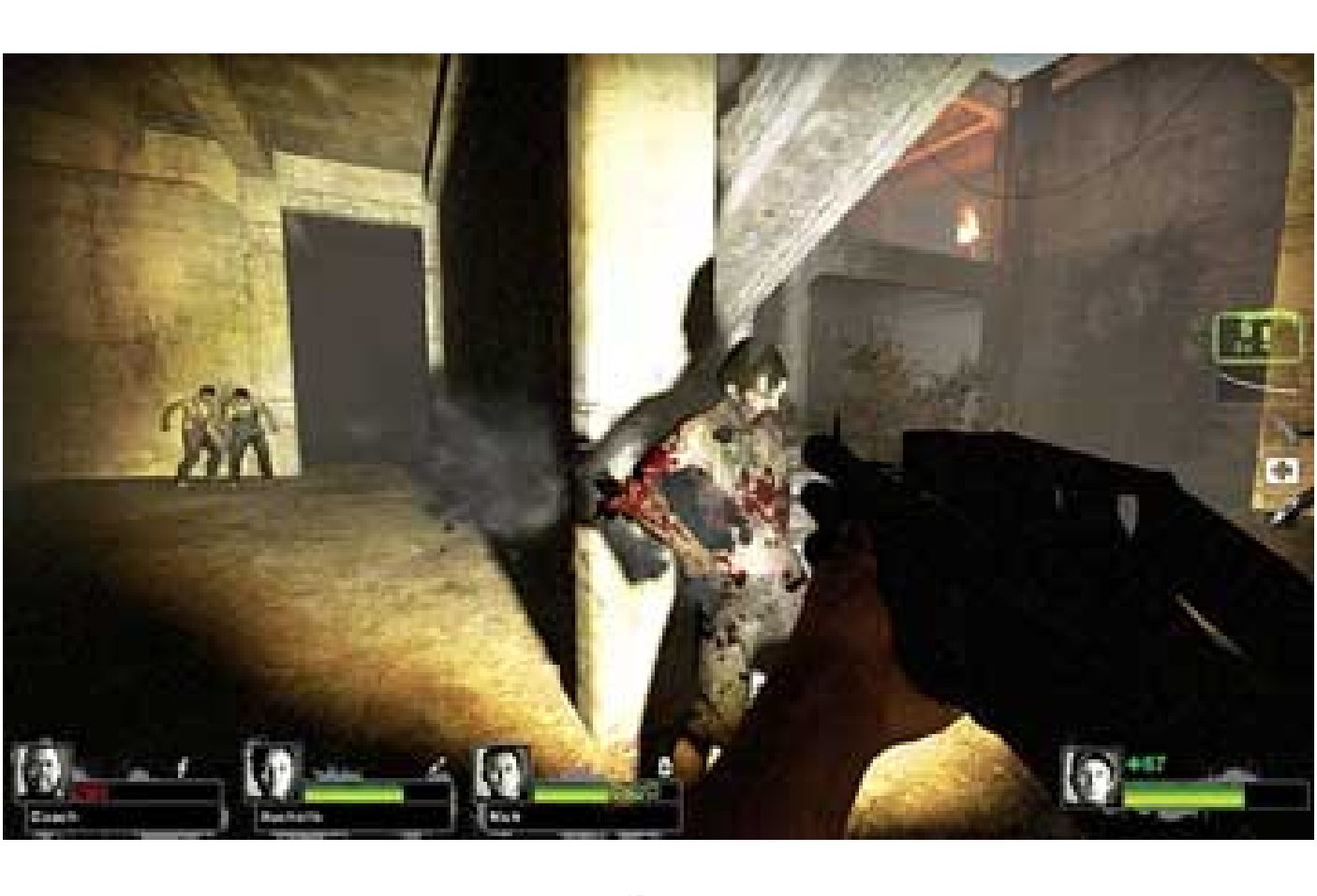
The Plant: Four Floors of Fear

Plan your movements inside the main plant ruins carefully, as it's arguably the most dangerous area yet encountered. Aside from a possible Witch presence, you're likely to meet considerable resistance from both Common and Special Infected, especially as the center and some sides of the building are completely open, which means your foes can steer, push, or pull you off the sides and into a death plummet, if you're not helped up.

Enter the building together, and ignore the ground floor except to cleanse it of foes. Move rapidly up to the next floor using the concrete steps, and then step out, choosing either to take out foes on this level (picture 1), or to continue up the steps.

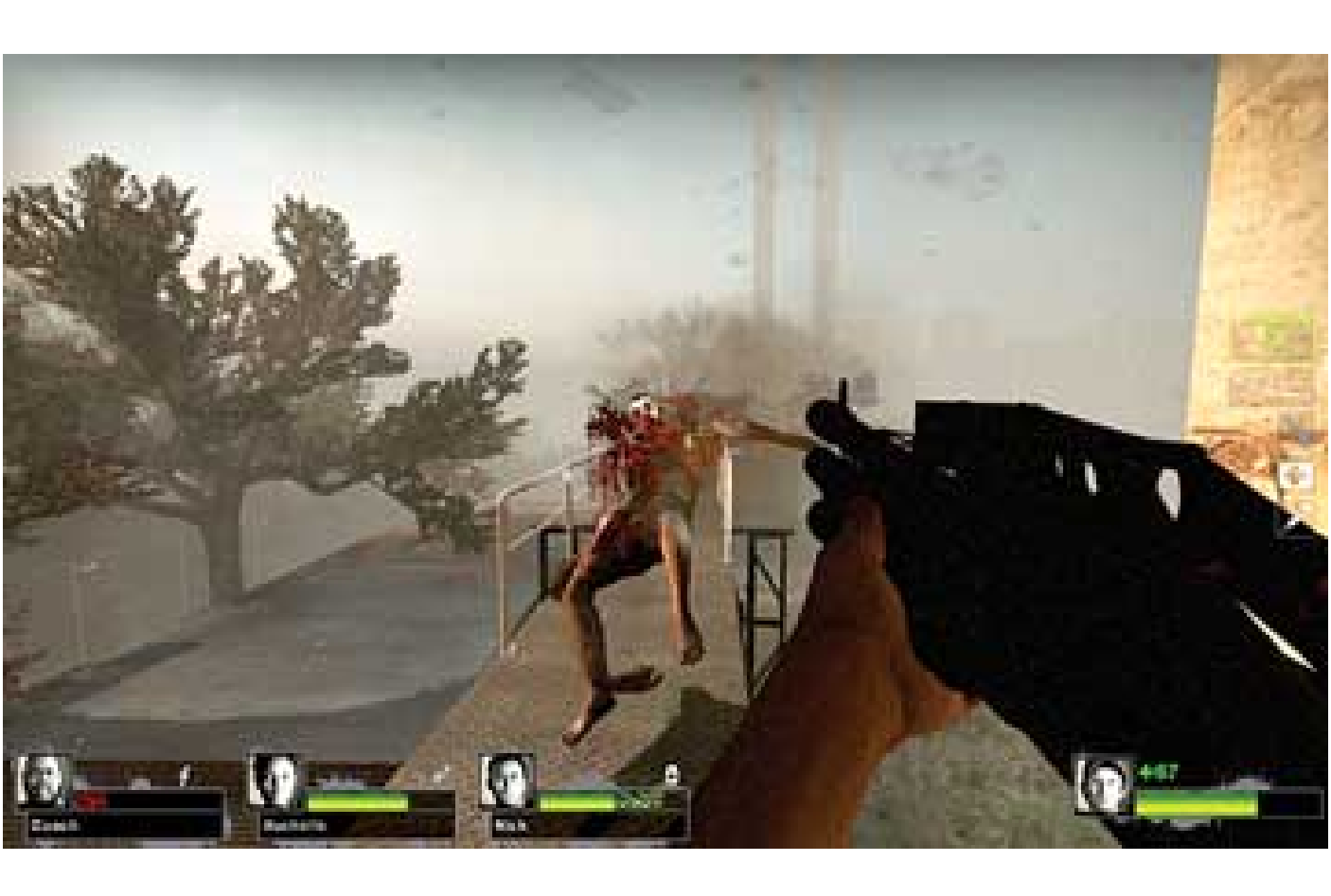


Heading up the steps is usually safer because you can gain height, ignore enemies on the floor one level above the ground, and move up to the next level (picture 2).



4D

This floor (two up from the ground) may have more forces to contend with, including crazy Infected that drop down from the roof to land on a broken catwalk behind you (picture 3). Push your way up the stairs to the top floor; attempt to locate a couple of flaming barrels.



Tip

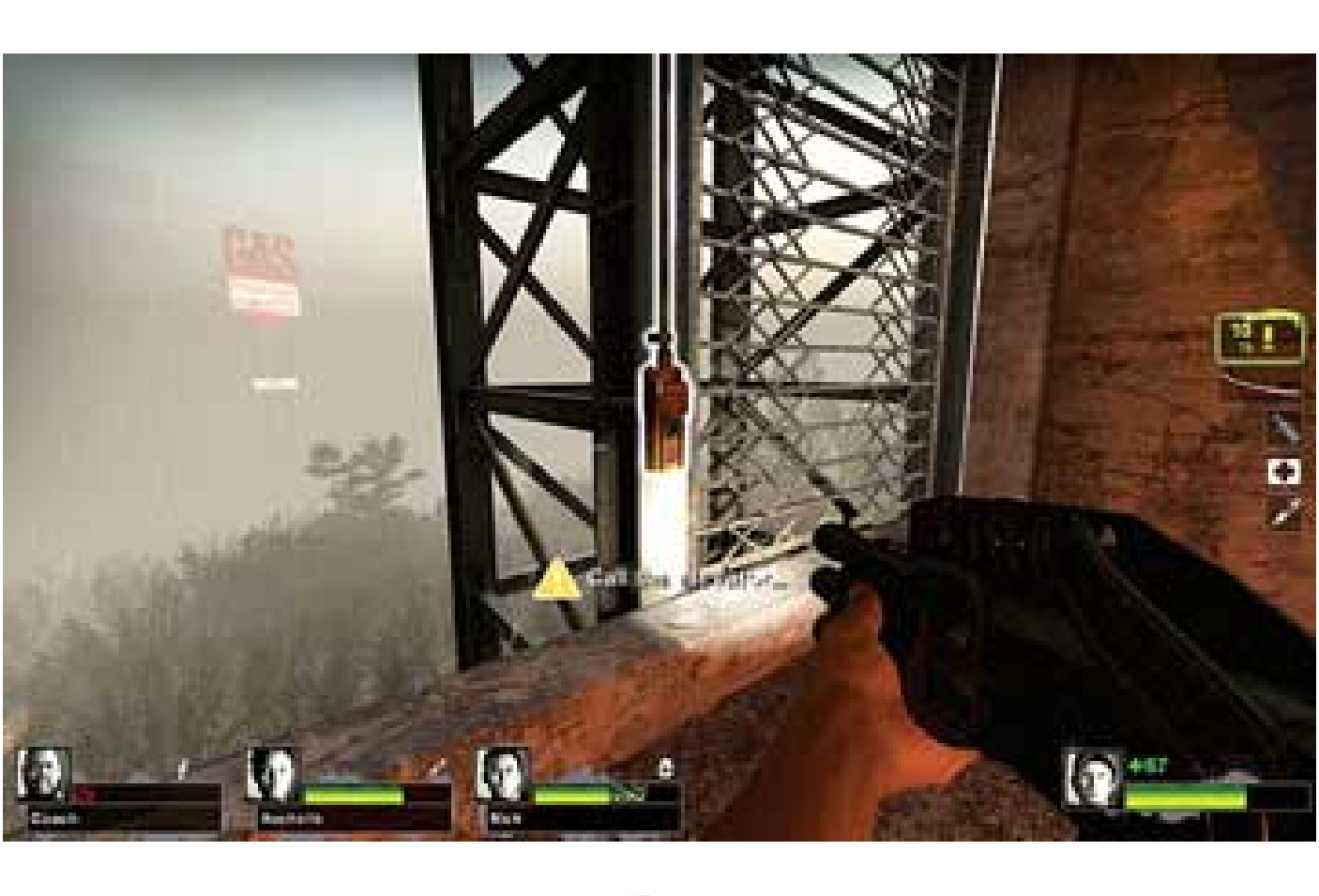
As you should have discovered by now, areas of light (such as floodlights or burning barrels) hint at where you must go. Look out for these visual clues constantly if you're unaware of your surroundings.

Caution

Chargers (and, to a lesser extent, Jockeys) are a key nuisance as you progress up here; focus your firepower on them so that none of your team is slammed or steered off a ledge to their doom!

Elevator Action

When you finally reach the top of this building shell, step off the stairwell, and pick either route to the barrels and elevator (4E); you can head left or right; it takes the same amount of time to navigate around half of the floor to the view over the sugar plantation (picture 1).



4E

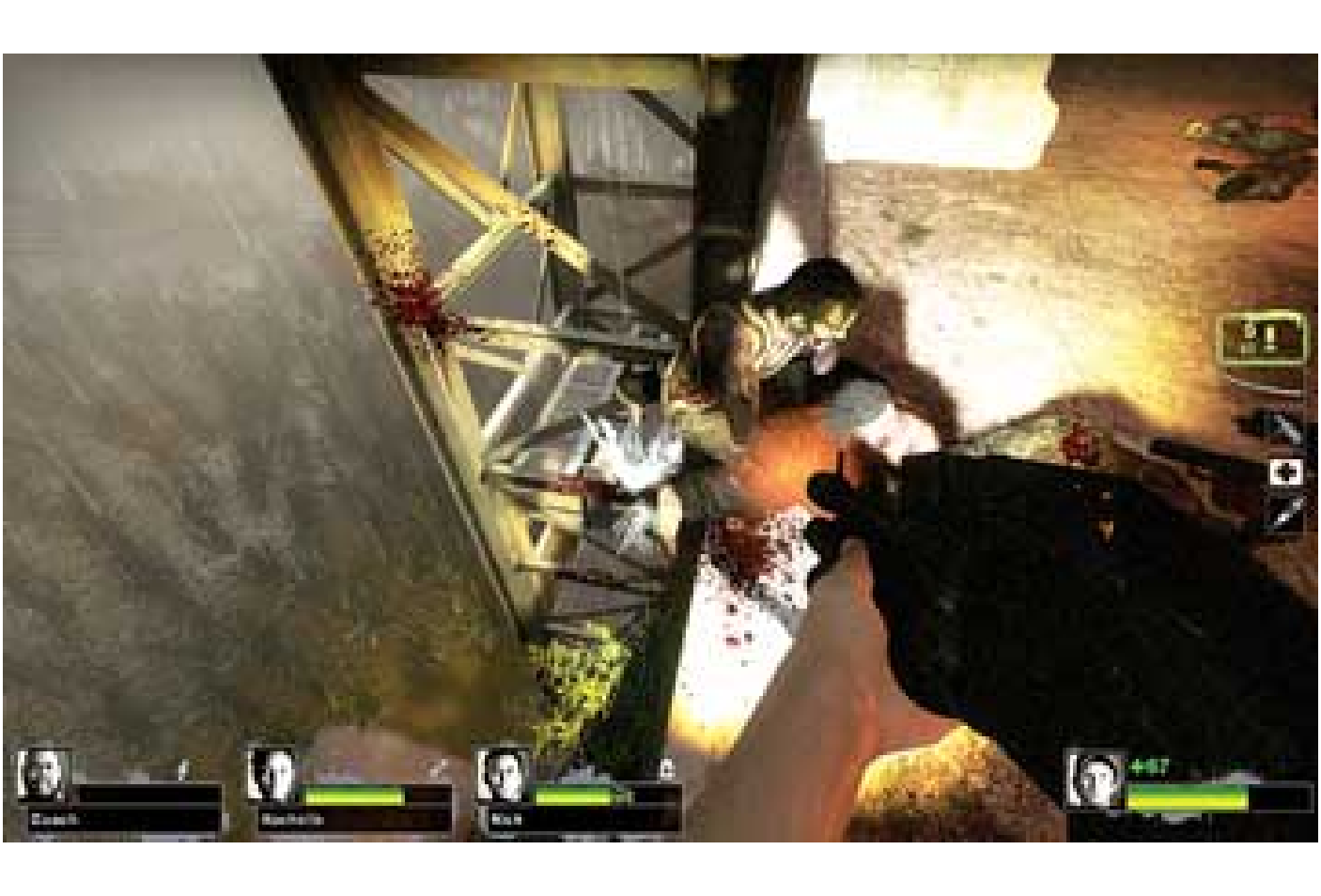
You should note the huge "GAS" sign in the distance (your Safe Room), and the elevator shaft itself. As falling off the building results in embarrassment and death, call the elevator.

Unfortunately, the elevator makes a great grinding noise as it slowly ascends, which prompts a Horde to swarm your location. This shouldn't be a problem for the battle-hardened crew you've assembled, as long as you're taking up appropriate defensive positions, such as the ones shown in the following example:

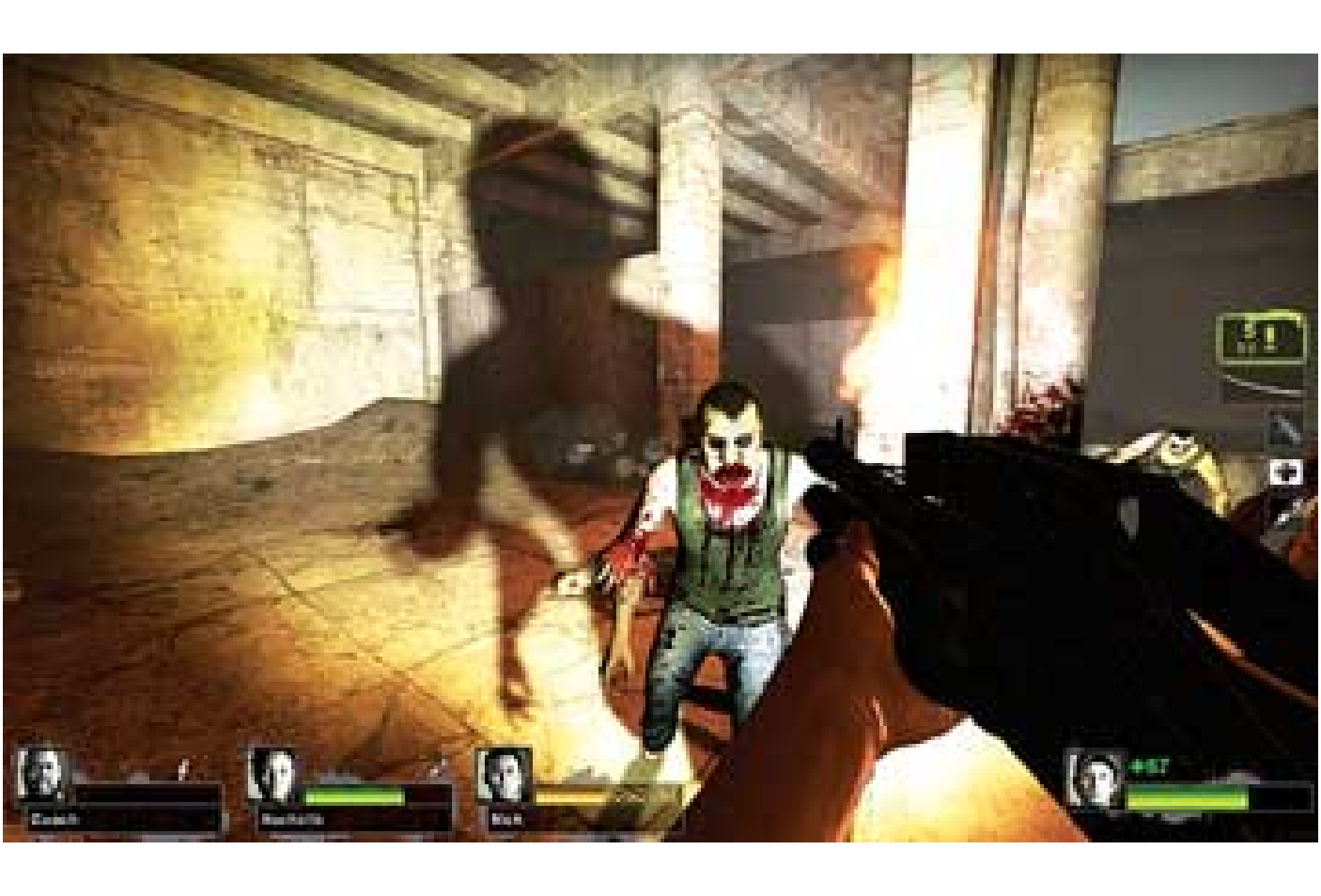
Tip

Whoa! Before summoning the elevator, check the location for any explosive objects, such as Fuel Cans or Propane Tanks, and place them on the routes the Horde will take. This adds an extra wallop of offensive fun to your forthcoming bloodletting! This battle is also a good time to use a projectile to stall the Horde's progress.

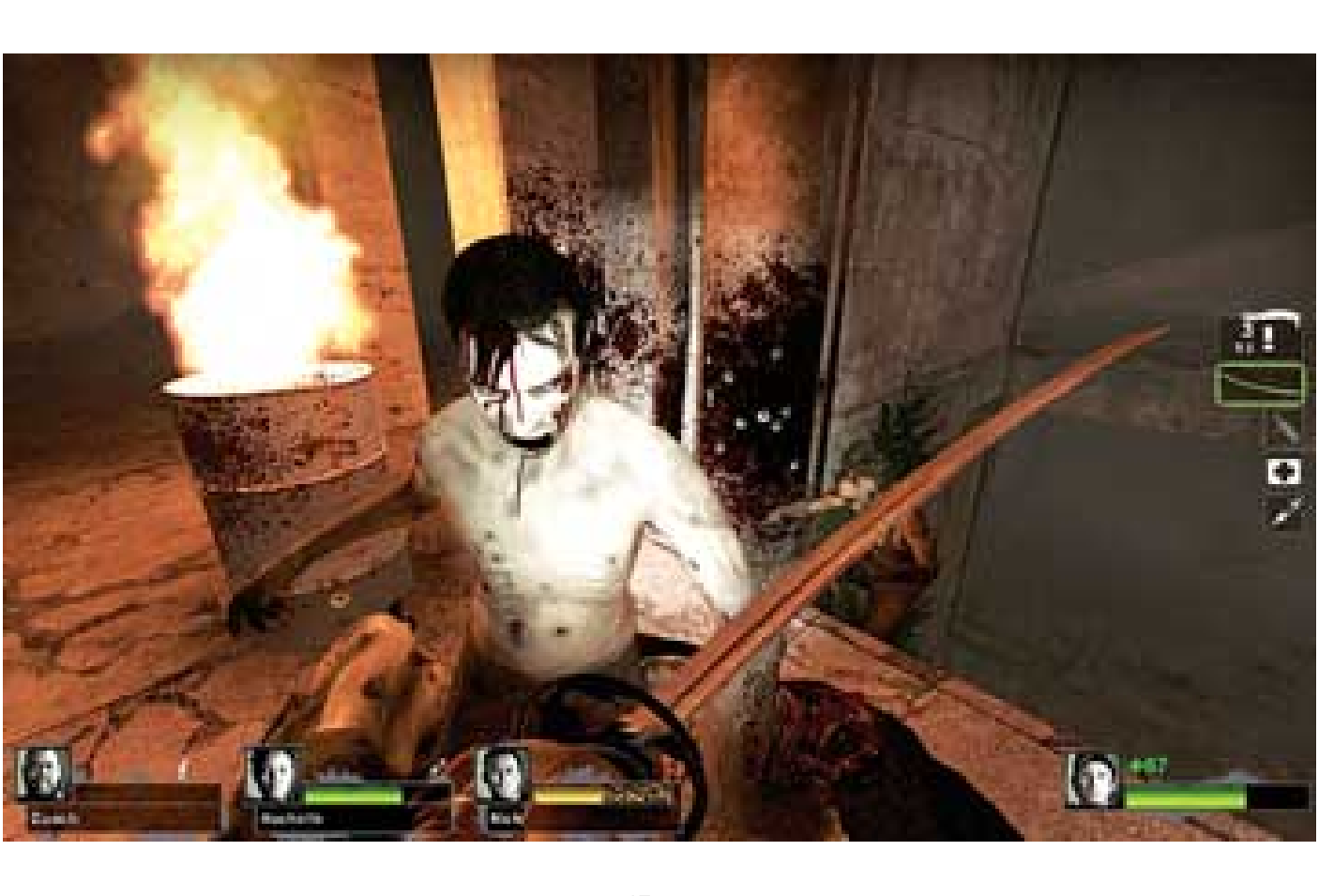
Position 1: One team member should stand by the elevator and butcher foes swarming up the walls from the plantation below. They appear on the walls in a couple of locations, so stay near the elevator (so that you're not knocked over) and look down to blast everything that is scampering up to swarm you. A longer-range weapon and good headshot aiming is advisable.



Position 2: One of your crew should stay by the flaming barrel near the elevator and blast away at foes running up from the staircase, across to the left, and around the connecting ledge and out from the shadows to the left of the barrel. This teammate should help the Survivor at the third position if needed. A ranged weapon and headshots are called for here.

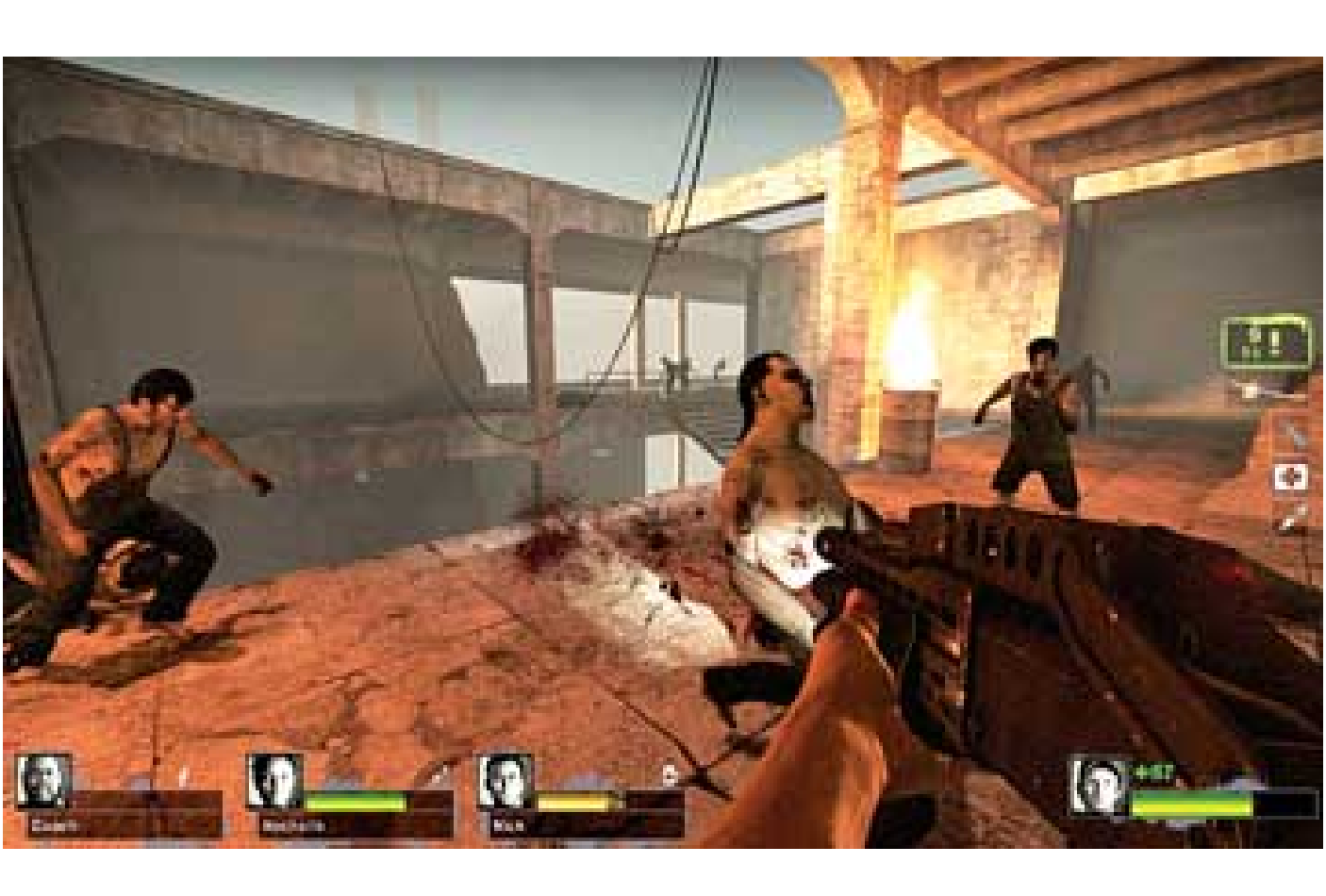


Position 3: As long as you have a competent person guarding position 4, you can stand to the right of the flaming barrel near the elevator and cut swathes through the Infected that are climbing the interior ledges, and help out the Survivors at positions 2 and 4, if necessary. A close-combat or Melee Weapon and quick attacks are best.



4E

Position 4: The final Survivor can be used as a "floater" who helps out positions where the Infected are swarming the most vigorously. Otherwise, this team member should tag foes running along or climbing up to the ledge by the first flaming barrel, so that none of them reaches the elevator location.



Tip

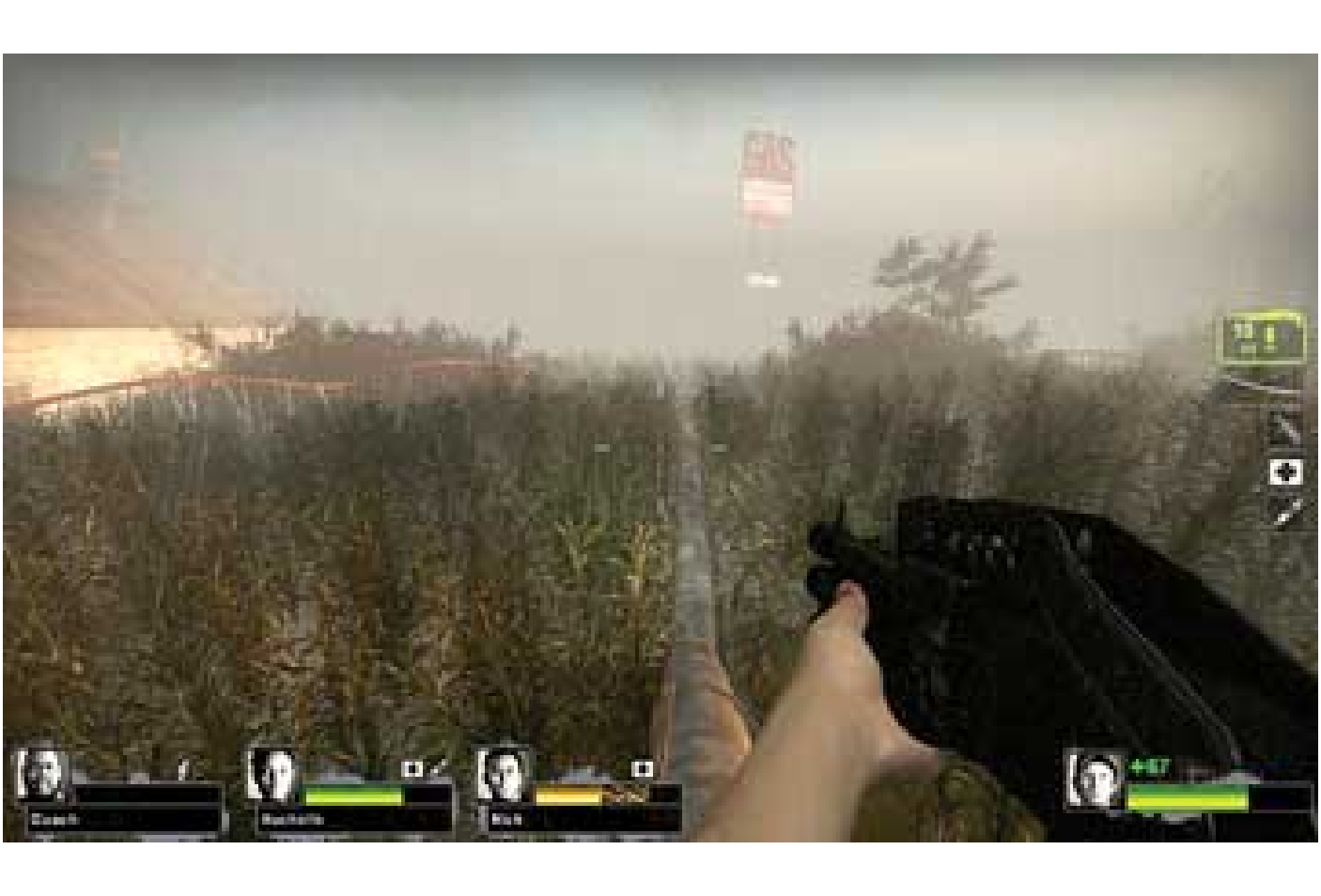
This is an optimal example of defensive fighting as the elevator ascends (be flexible enough to try a different plan if the situation calls for it): Step into the darkened side of the building if your team is attacked by a Special Infected, and move and slay constantly if a Tank appears. Don't drift too far from the elevator if you can help it, though.

Field of Screams

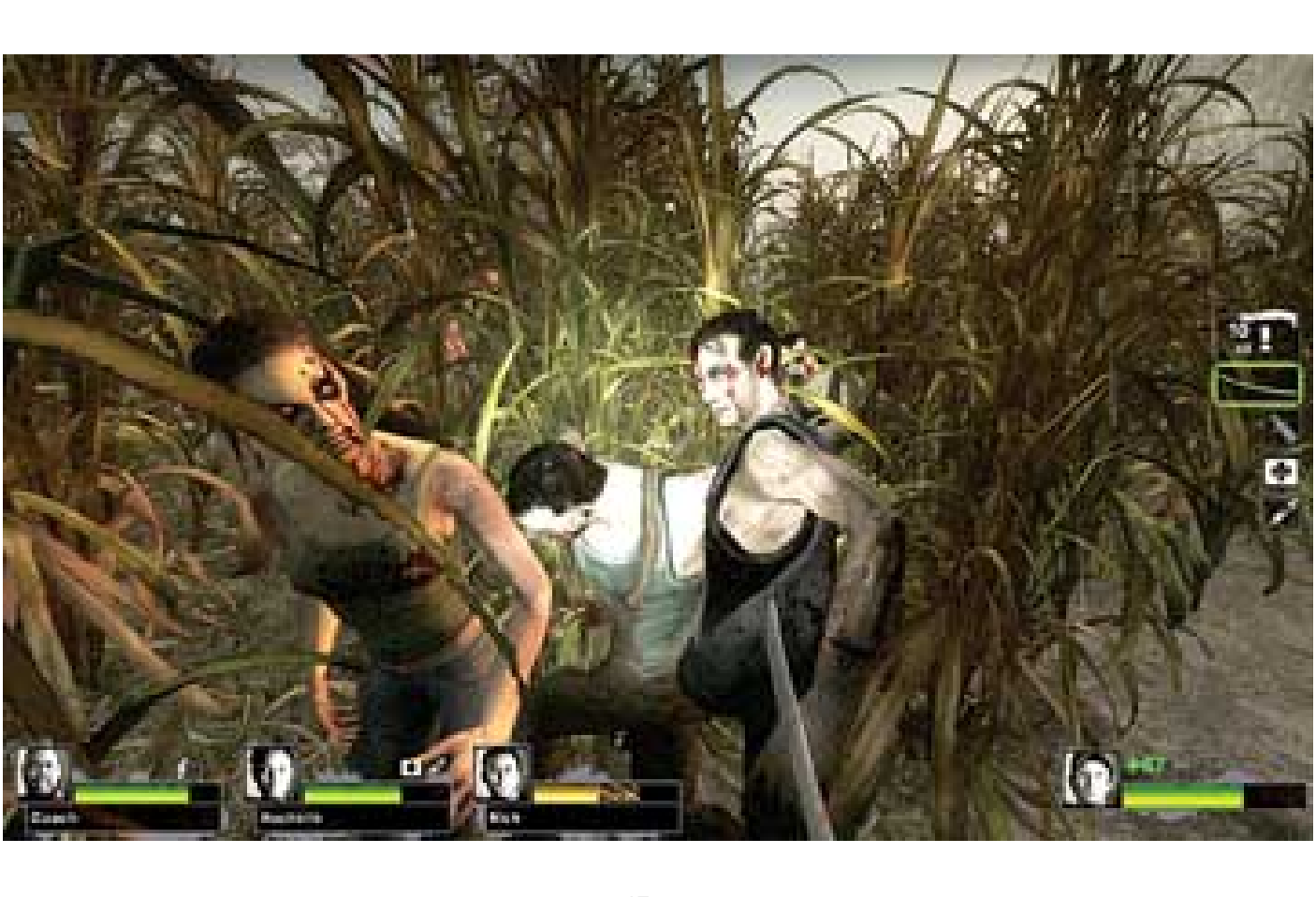
As soon as the elevator gate swings open (the teammate nearest the elevator should check on the car's progress upward), yell at your team to backpedal into the elevator car, and close the gate behind you.

Don't hang about; all of your team needs to be inside the elevator to activate the button. The elevator now descends slowly to the sugar cane plantation below. As you descend, plot a route (using the guide map, or the view from the elevator), and use the "down time" to heal, reload, and generally plan.

When the elevator touches dirt, step out of the second gate (to the right of the first one), check to make sure no Special Infected are lurking. Then head into the cane field. It is wise to use landmarks to help you; climb up the central irrigation pipe (picture 1) for a good view while others check the small cabin for lurking foes and items.

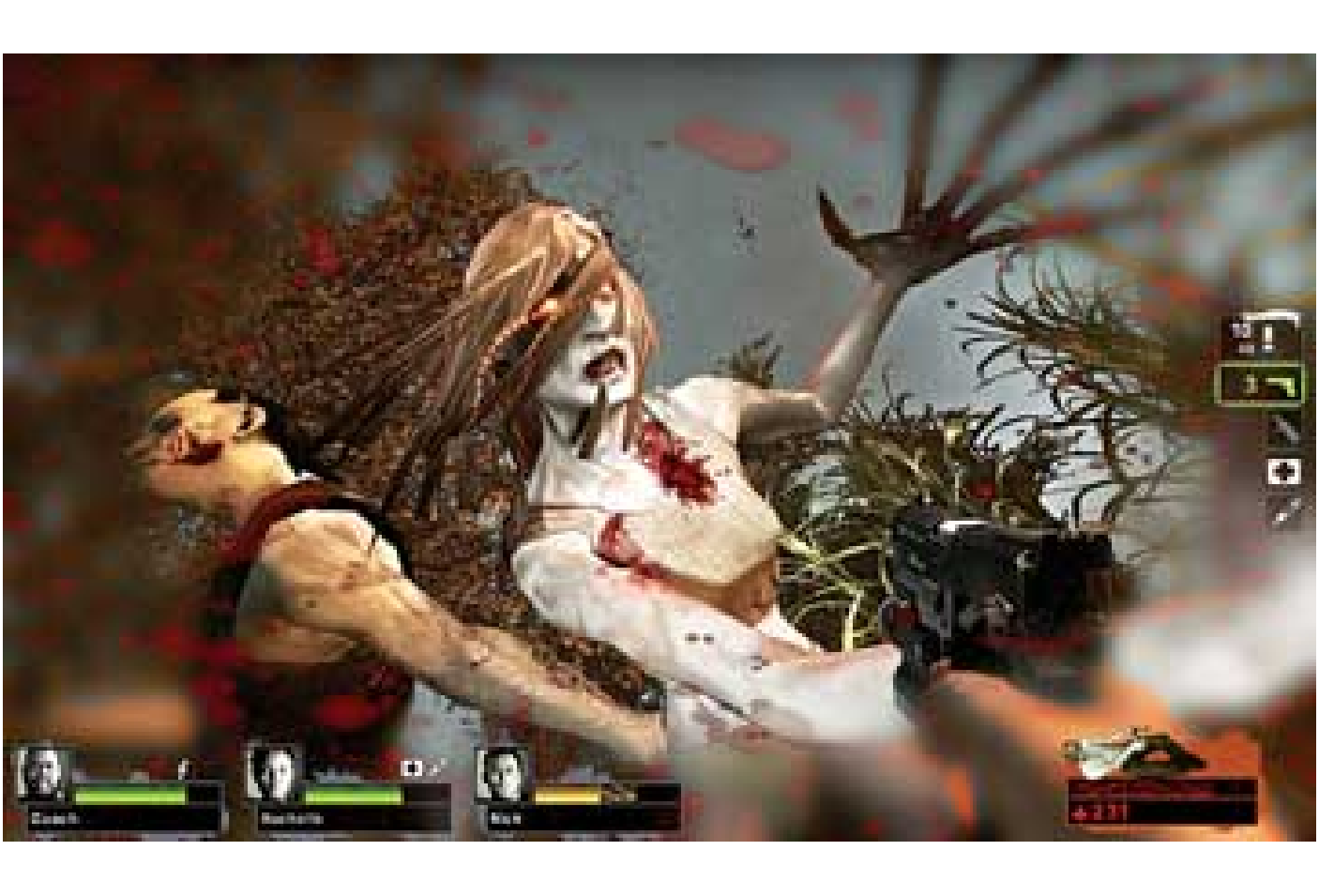


Then begin to rush through the sugar cane,ideally following a straight line and keeping as tightly together as you can. Melee Weapons are best so that you can hack down any menace without swinging around too wildly and losing your bearings (picture 2).



4F

It's incredibly easy to get lost inside this field, so be sure you plot a course and stick to it. One of the easiest to follow is to sprint alongside the middle pipe until it ends, and then continue to move directly toward the tall "GAS" sign and around either side of the copse of trees and onto the road.



By far, the biggest concern is being attacked by Special infected or Witches (picture 3). You must be ever vigilant, and don't just club or slice anything that moves; the number of Witches in this campaign should have made you modify your aggressive behavior.

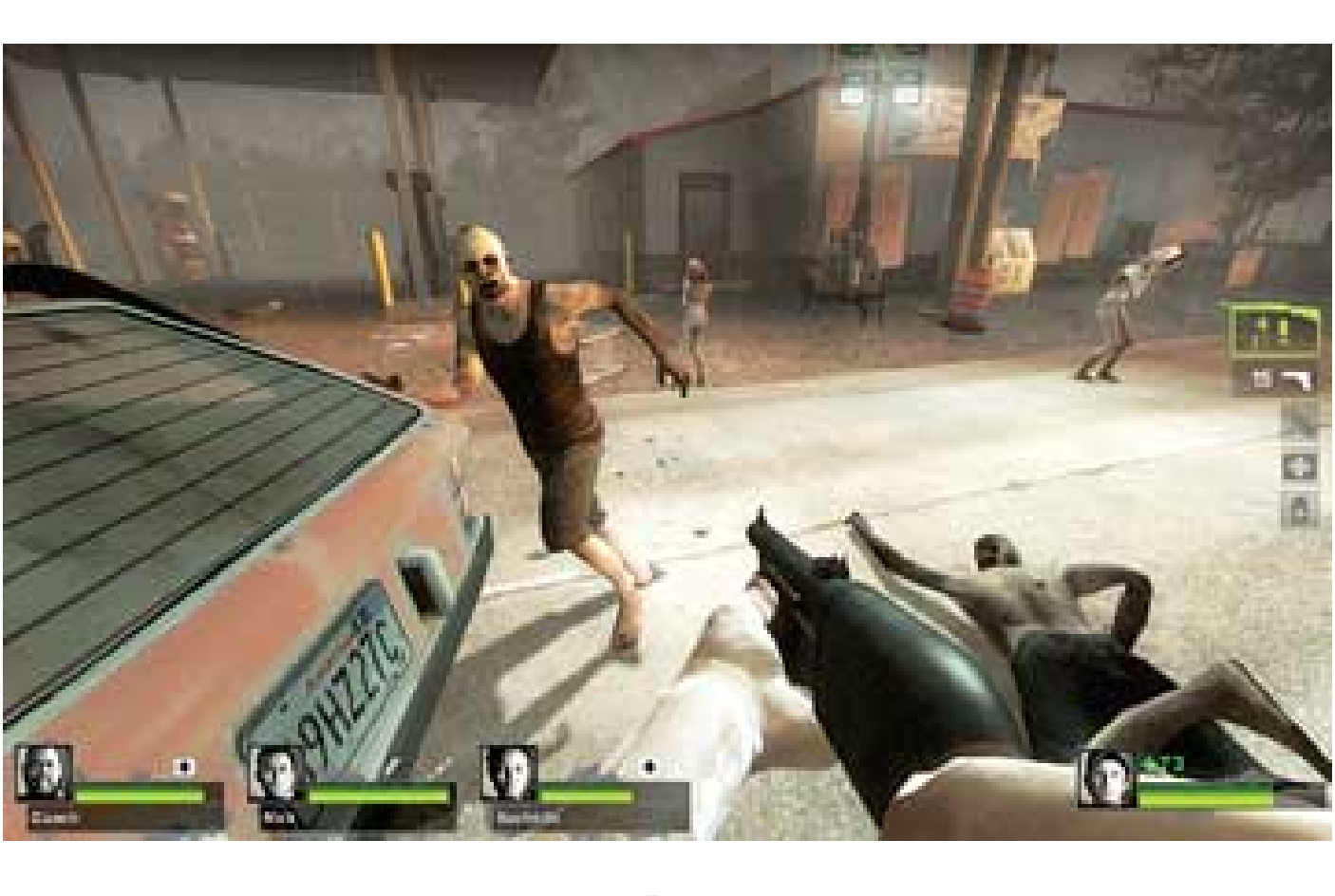
Note

It's almost worth losing a teammate to reach the Safe Room in Realism mode if one of your team gets stranded somewhere in the field, as it's almost impossible to find them; you could use the middle pipe to stand on and search for a commotion, though. Or if you're the one incapacitated, you can shoot straight up so your teammates have a chance to see you.

Tip

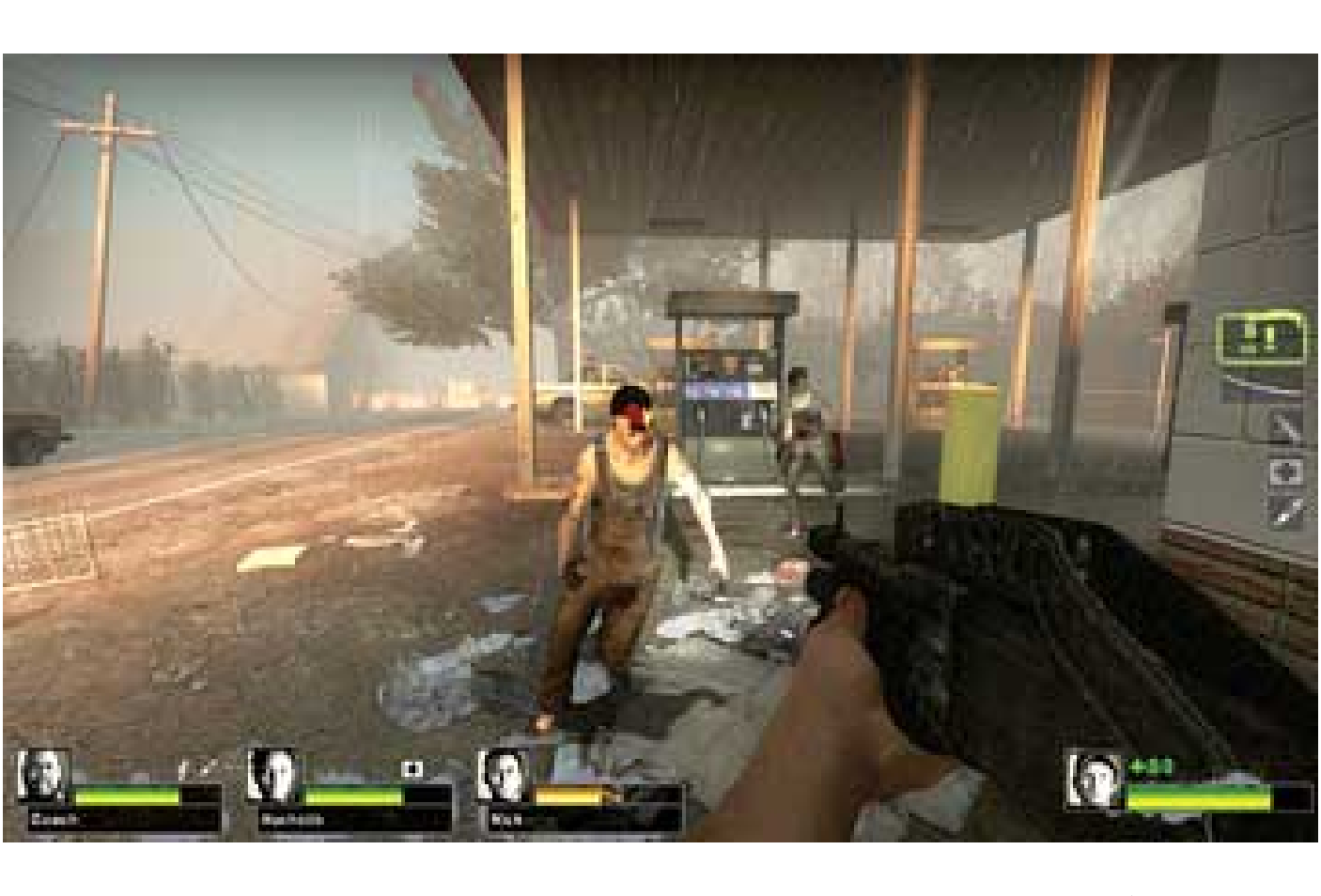
Look for tall landmarks when you're heading through the cane field, such as the gas sign, or the copse of trees ahead of you, which indicates where the road will be.

The Last Gasp of Gas



4F

No matter which part of the road you stagger onto, sprint forward toward the central part of the gas station (picture 1). Engage any Infected at the pumps (picture 2), pushing yourself into the cafe interior adjacent to the Safe Room storeroom, and watching lest the last Survivor is kidnapped by Special Infected lurking on the roof.



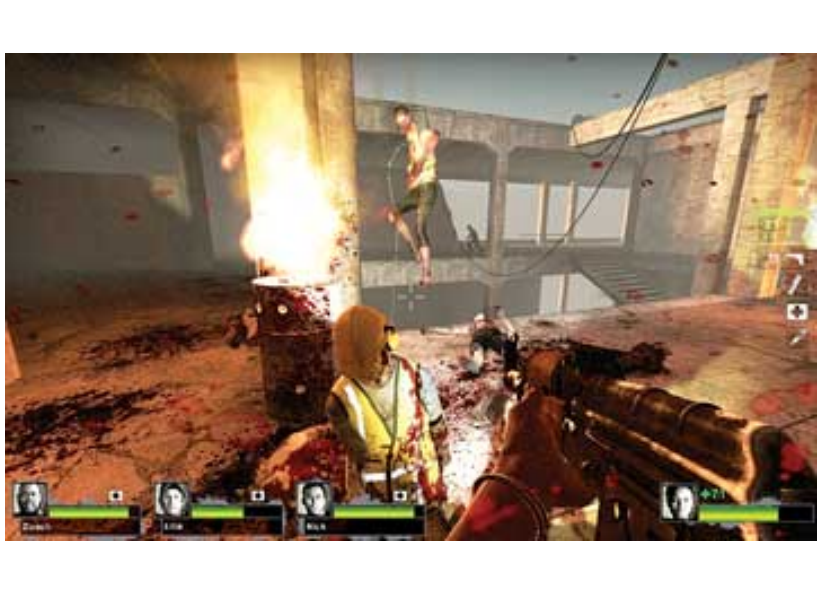
Also beware of Witches; picture 1 shows two wandering the road and the area around the pumps ! Once you're inside the Safe Room, check the walls for poignant messages, and then ready yourself for a wet and wild ride back to the boat!

Tip

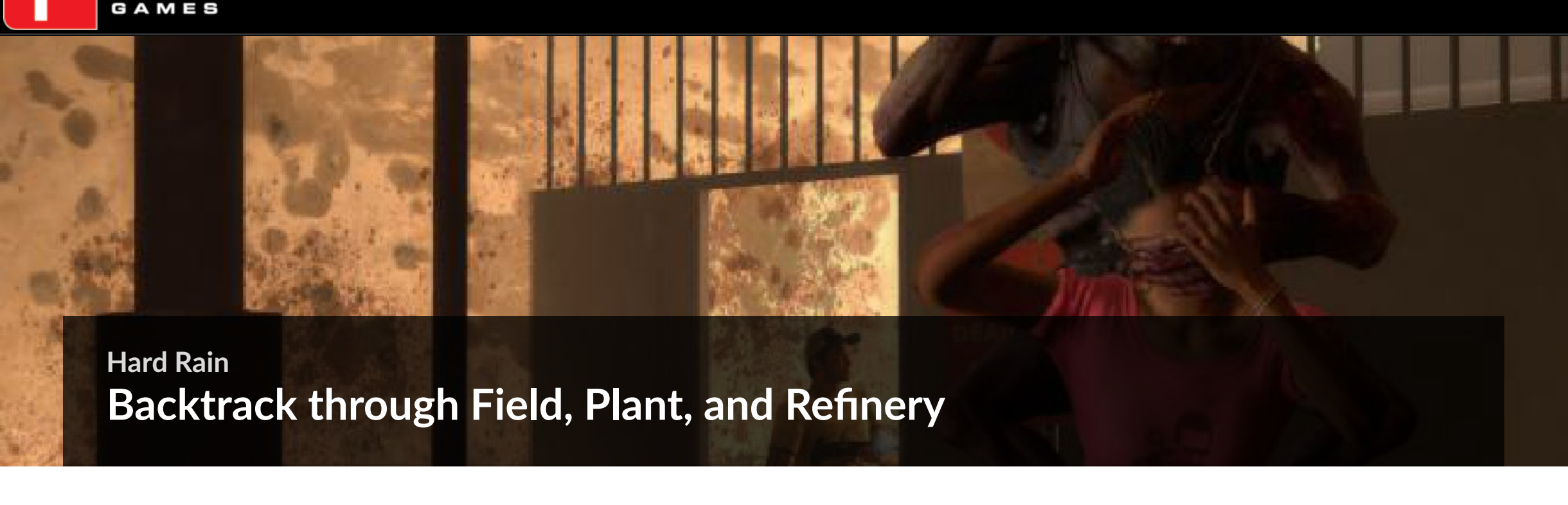
If you accidentally cause a Witch to react, get all of your team to blast her immediately and keep the firearms pumping until this she-beast is twitching. This can prevent her from lashing out with her incredibly sharp talons.

Effective Infected

Don't forget that the conveyor belt at the very start of this area is a great place to pull or steer a foe back into the grassy area and halt Survivor progress. Refinery 2 has dozens of corners, catwalks, walls, and other locations from which to ambush the team, although you're likely to be less successful due to the open space.

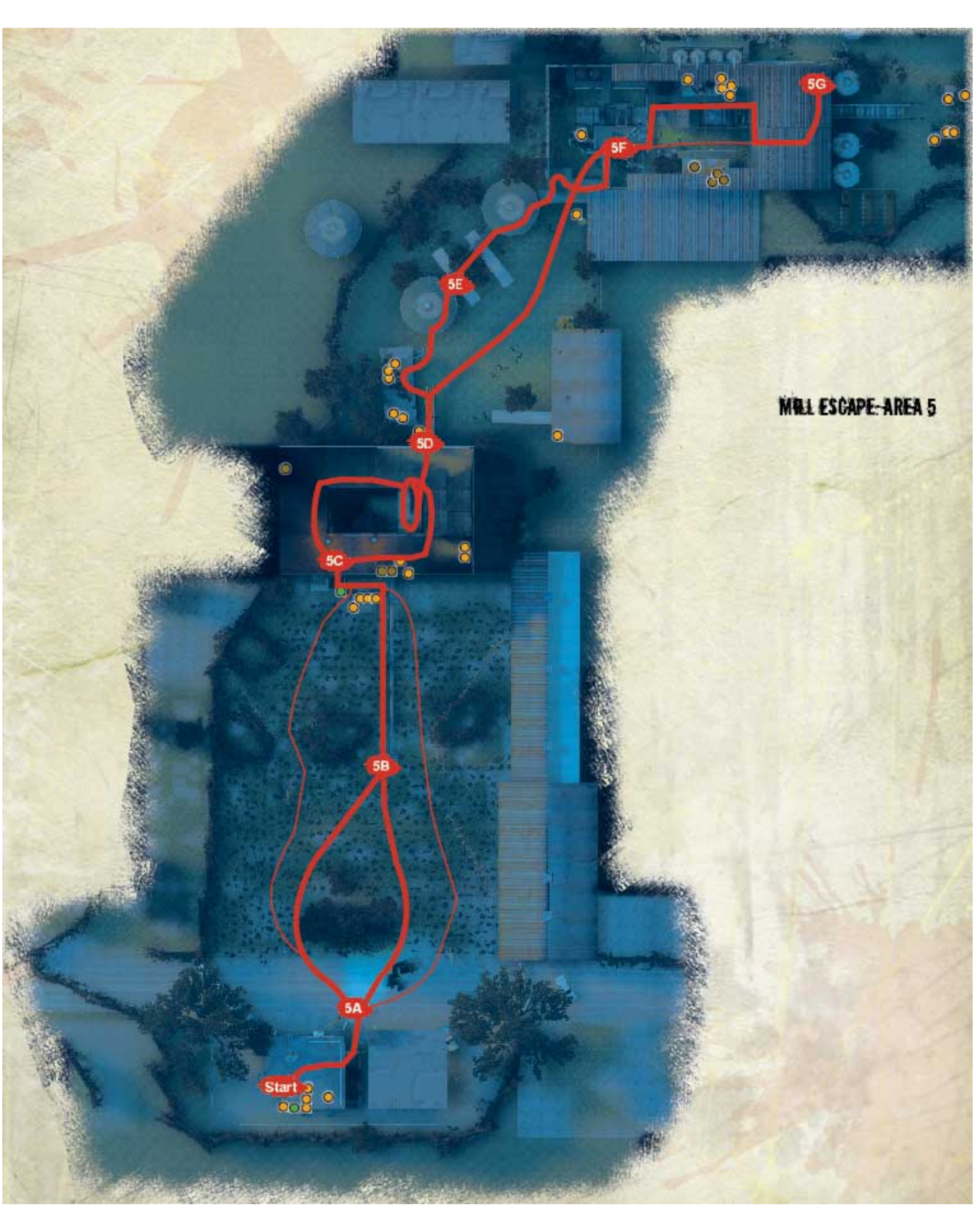


Instead, save your savagery for the husk of the plant building, where there are four floors of darkened corners, and only occasional protective barriers stand between your victim and a death plummet. This building is a dream place to turn the humans' advancing into a nightmare (as shown). Finally, use the lack of visibility in the cane field to your advantage, pulling one Survivor away from the pack and then another. The field is a good place to start multiple attacks from different directions.



Hard Rain

Backtrack through Field, Plant, and Refinery



A.I. Director's Cut

The Director dynamically controls the stormy weather throughout this stage. Particularly powerful storms dull the "glows" around your teammates, and summon a Horde. Seek shelter each time a squall hits.

Mill Escape Overview

There's good news and bad news: The good news is that you're backtracking through the sugar mill, and you should already have a pretty good idea of the route you're taking. The bad news is there's a storm coming, and it's a doozy.

Expect periodic squalls that impede your vision considerably. Seek cover when the roar of the storm becomes too much. Now the return trip in the dank dark becomes a soggy trek.

Use large buildings and landmarks to find your way, hop onto catwalks and other raised areas to avoid slow wading in the water below, and continue to avoid Witch es, who still weep throughout the tumbledown mill.

+ Your winding route should already have been inspected and planned; use the catwalks to avoid moving on the waterlogged ground.

+ Staying close together is even more important than normal; you don't want to disappear into the storm, especially during the cane field crossing.

+ Begin to gather the items you left behind during the previous stage, and employ them effectively, such as using Adrenaline to run through water.

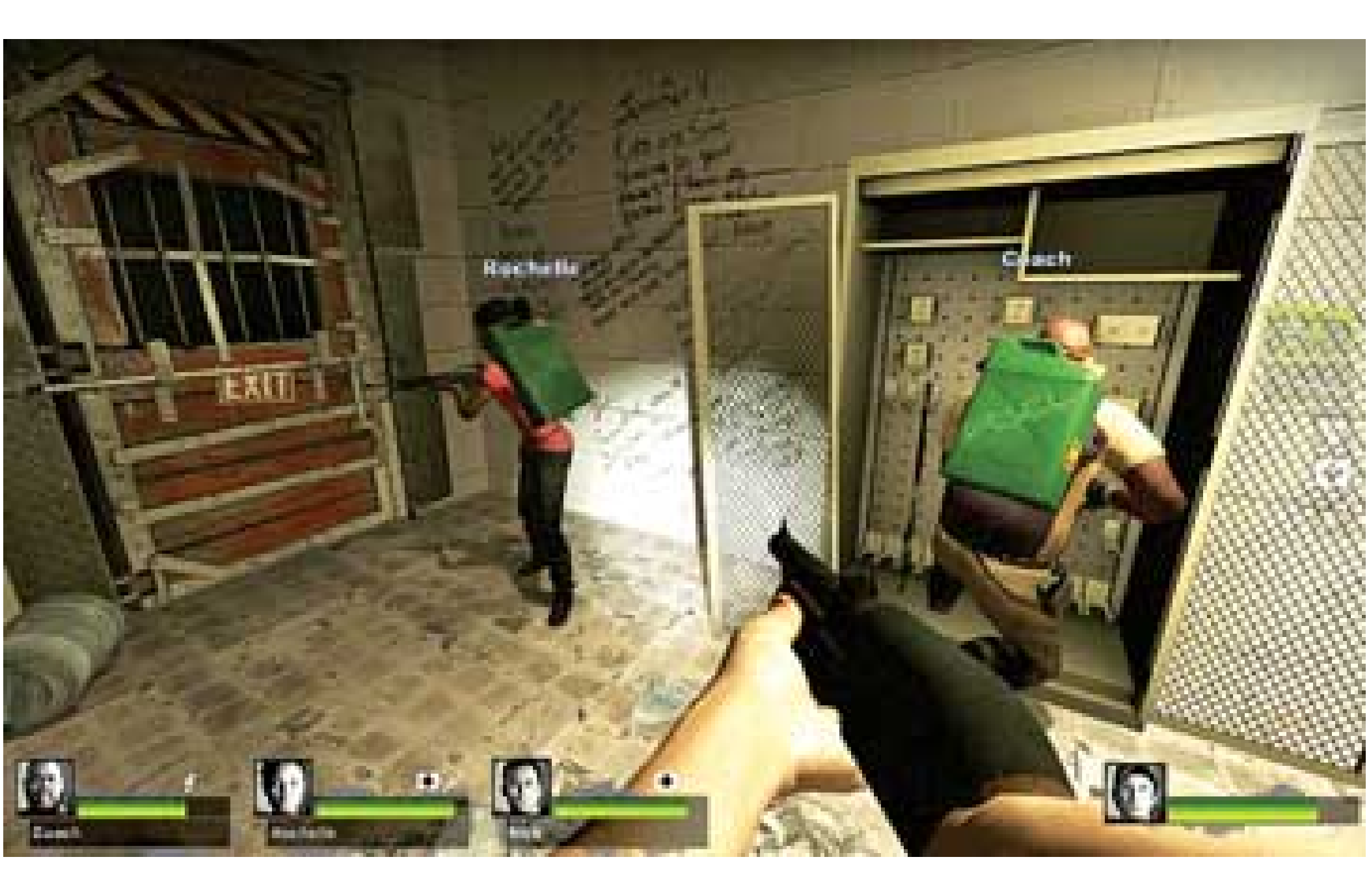
- This storm can be completely overwhelming, and the initial sprint through the cane field is highly dangerous if you're separated by Special Infected or incompetence.

- Witch es are back and even more difficult to spot. Although maneuvering over catwalks is recommended, falling off isn't, and it can impede your survival chances.

- What lies in the dark corners? It's usually a Special Infected, but don't let the fear of what you can't see prevent you from progressing.

Into the Maelstrom

If you've been leaving behind choice items throughout Stages 1 and 2, you can now gather as many pieces of helpful equipment as possible from this point onward. All four of you now have Diesel Cans strapped to your backs, but this doesn't impede movement (or what you can carry), so heal up, grab Adrenaline if it's available, and ransack the gun cabinet for additional ordnance (picture 1).



Start

Open the Safe Room gate and fight your way outside into the gas station forecourt. The weather has taken a turn for the worse, and you need to battle through rain, wind, and the occasional fierce squalls of vicious, pelting precipitation.

5A

You can still introduce an Infected's head to your aiming prowess (picture 2). Forked lightning arcs through the skies and there's little time to dilly-dally. Romp into the sugar cane field, hopefully in a straight line after winding around the copse of trees.

5B

Look ahead and upward, so you can catch the outline of the mill plant (picture 3) lit up by lightning to get your bearings.

Tip

The weapons you carry should vary slightly due to the inclement weather conditions. With decreased visibility, you're better off using guns without a sight that fire rapidly at medium or close ranges, rather than sniping armaments.

When a storm hits, which it does randomly and periodically, and the wind gets up, the rain pelts down, and visibility becomes a joke. Find a safe place to hide to wait it out, such as by a wall, tree, or other structure. It will pass.

When dashing through the cane field, it is even more imperative that you have already discussed a path (such as either of the ones shown, or hugging the left or right sides of the field) between Location 5A and the elevator (5C).

Plant Life

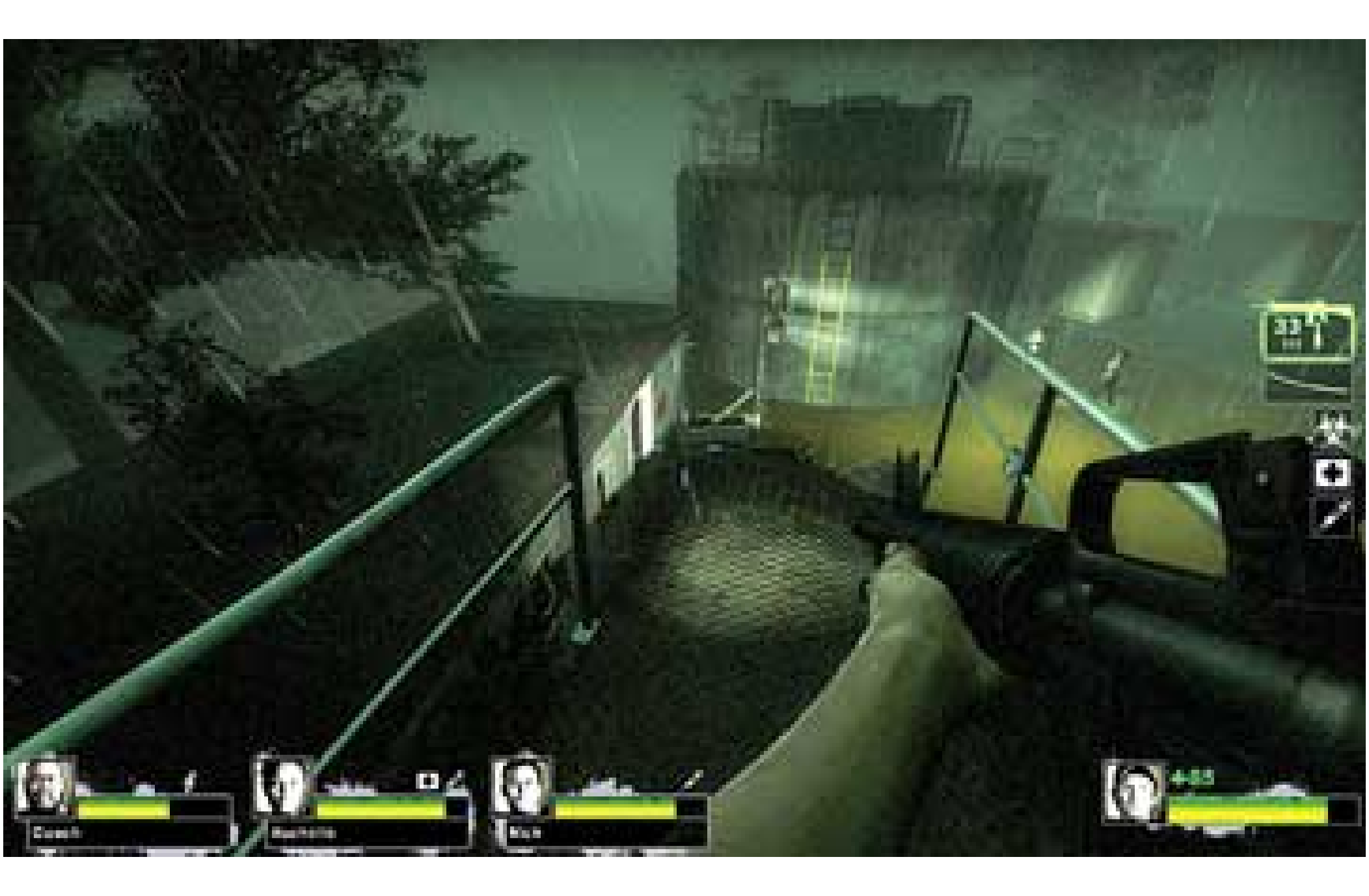
Struggle to the opposite end of the cane field, check the rusting cabin (if you left items there after a previous search), and step into the elevator. The wind muffles the sound of the mechanism, which allows you to ascend to the top floor of the plant building usually without receiving a Horde at the top.

5C

As this place offers the same degree of ambush potential for the Special Infected, prepare to combat them as you disembark (picture 1). You'll also face Common Infected and usually a Witch or Tank (picture 2).

Tanks are particularly troublesome, as their attacks knock you across the building and usually off the open ledges, so backpedal and focus your team's firepower on one. Try a Molotov and run around the entire floor to dodge those thrown slabs and arm swings. Fight your way down the first set of steps to the floor immediately below, cutting down foes along the way (picture 3).

The good news is that you don't need to descend two more floors to the waterlogged ground level below. Rather, you can escape the plant via the partially collapsed catwalk (picture 4), although it's a good idea to check the area for Special Infected before you move onto this structure.



5D

Minimize lost time and the possibility of your team falling victim to a Special Infected by staying close, learning where the catwalk is, and moving in unison toward it. Remember, not everything needs killing!

Tip

The two massive chimneys in the distance serve as good horizon landmarks to look for if you find yourself lost in the wind and the rain.

The Rusting Vat Tower Advantage

From the half-collapsed catwalk (5D), you have two places to fall to: the roof of the cabin with the hole in it, or the ground below, which is now completely covered in water. You're now back at the loading bay, and after securing any items you may have left here, figure out a safe method of returning to Refinery 2.

One of the ways is to wade through the water, but Survivors with previous experience of Swamp Fever know that movement is severely curtailed in water, which makes you easy prey for Special Infected.

5E

A far better plan is to burst out of the cabin, leaping at the yellow ladder and scaling the first of the two rusting vat towers. You might even find an item or two at the top! You'll definitely encounter foes, so slay them at the start of a catwalk (picture 1), then move across to the second tower and bag another Infected or two (picture 2). The catwalk continues into Refinery 2.

Tip

If you're in the water, or were knocked down into it, simply head toward the refinery. Don't be tempted to use Adrenaline (although you can if there's plenty to find still ahead of you). There are longer waterlogged stretches where you can employ this trick.

Unless you're playing in Versus mode, you should already roughly know the items that are easily available between here and the Burger Tank building back in the milltown. This means you can use up items in preparation for grabbing more! So utilize as much offense as possible, as often as possible.

Caution

Pipe Bombs and Bile Bomb are your projectiles of choice. Molotovs have a tendency to fizzle in the current climate.

Running through Refinery 2

You should be somewhat familiar with Refinery 2, although it looks different in the dark, rain, and when traveling in the opposite direction! However, your team should reconvene at Location 5F, the platform with the generator on it that has a still-functioning floodlight.

Drop down from the catwalk, or head up to the platform from the ground. Expect constant Infected attacks and even the random appearance of Witches (picture 1), in addition to the storm squalls.

5F

You can follow the grassy ground, or climb onto a second catwalk and work your way under the section of refinery with a roof, or drop down and retrace your steps along the now-sodden grassy floor, which offers slower progress (but allows you to access the storage room you may have overlooked or left items in before sundown).

If you all used Adrenaline back at the collapsed catwalk (5D), run all the way to this point. Whatever route you take, the conveyor belt isn't accessible. You must turn left, clamber over the pipe, and drop down into the alleyway between the two refineries (picture 2).

5G

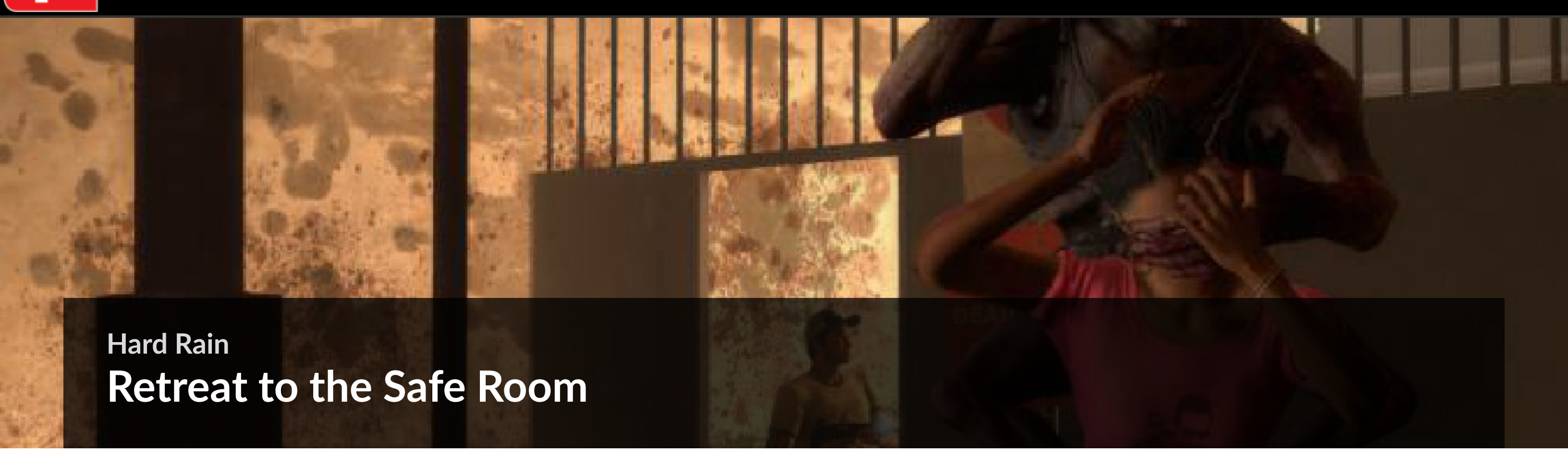
Note

You can check the conveyor belt and sheds, using the ramp to return into Refinery 2 if someone needs rescuing.

Effective Infected

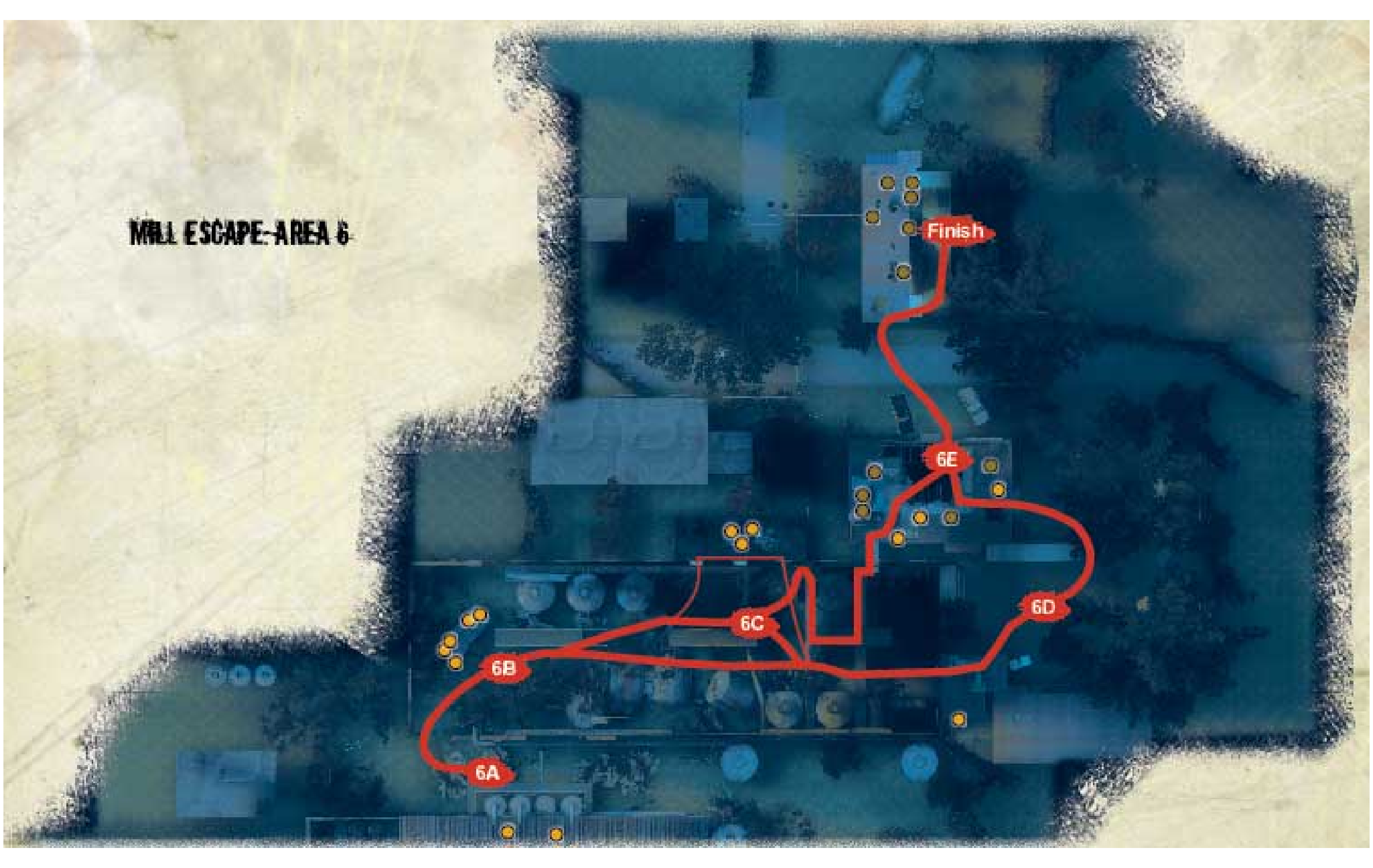
Once the storm hits, it's just as easy for you to savage a Survivor, but it's a lot harder for the humans. To really take advantage of the weather conditions, attack when your foes are in the thick of it. For example, it is always wise to wait until the Survivors are in the cane field before attacking. A competent drag, ride, charge, or clawing from multiple Special Infected can wipe out an entire team as they mill around in the dark, unable to find their friends.

When they reach the plant, use your wall-climbing abilities to stalk your prey. Your foes are likely to be heading back as quickly as they can, and may not be looking out for a Hunter's pounce (as shown) in an area they're about to traverse. Grab foes before they reach the cabin, and back up any bigger threats (Tanks and Witches) throughout this area. Plans for attacking inside Refinery 2 are much the same as before, although your foes are higher up. You, however, can make use of the dark corners for multiple ambush opportunities.



Hard Rain

Retreat to the Safe Room

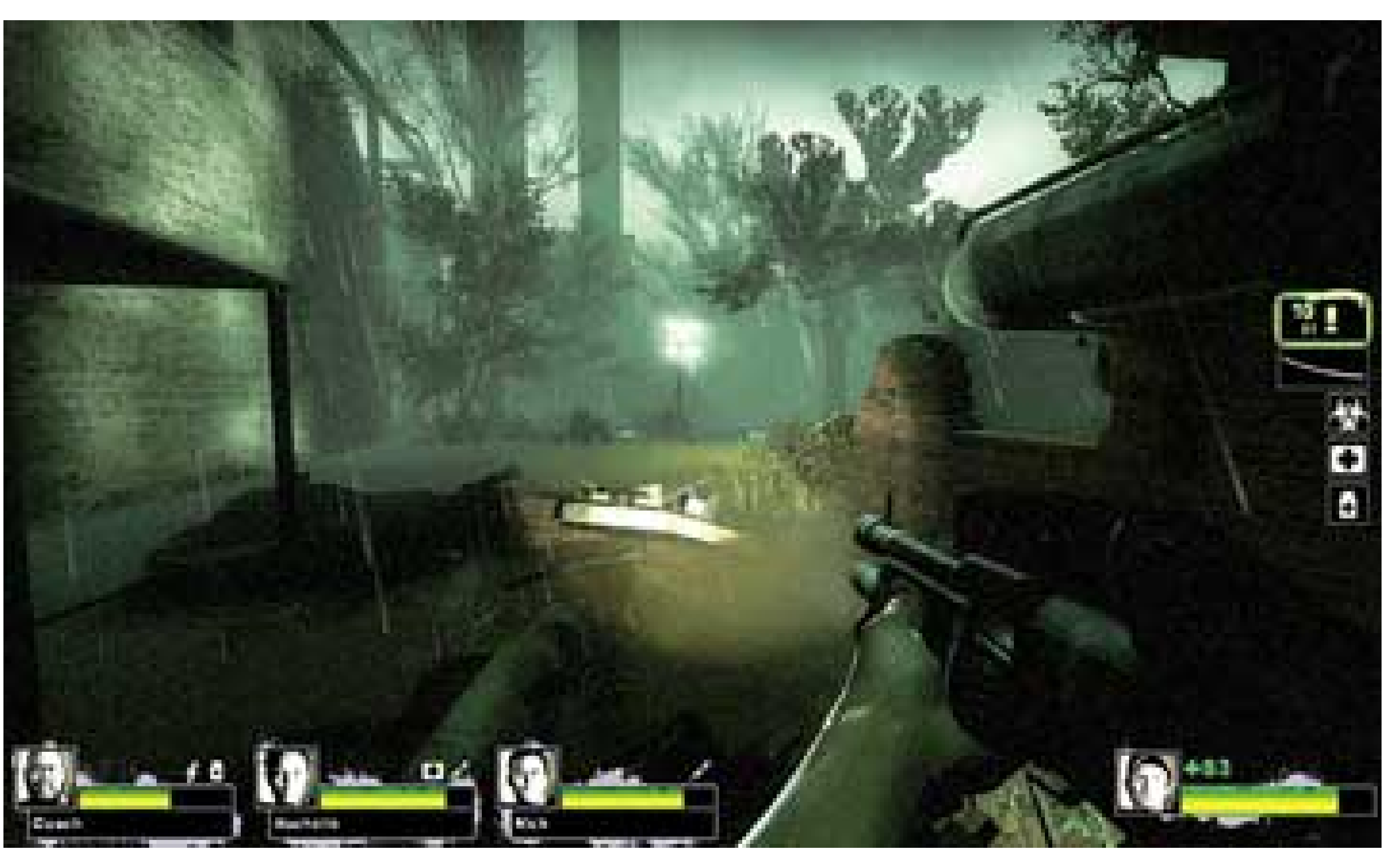


A.I. Director's Cut

The Director dynamically controls the stormy weather throughout this stage. Particularly powerful storms dull the "glows" around your teammates and summon a Horde. Seek shelter each time a squall hits.

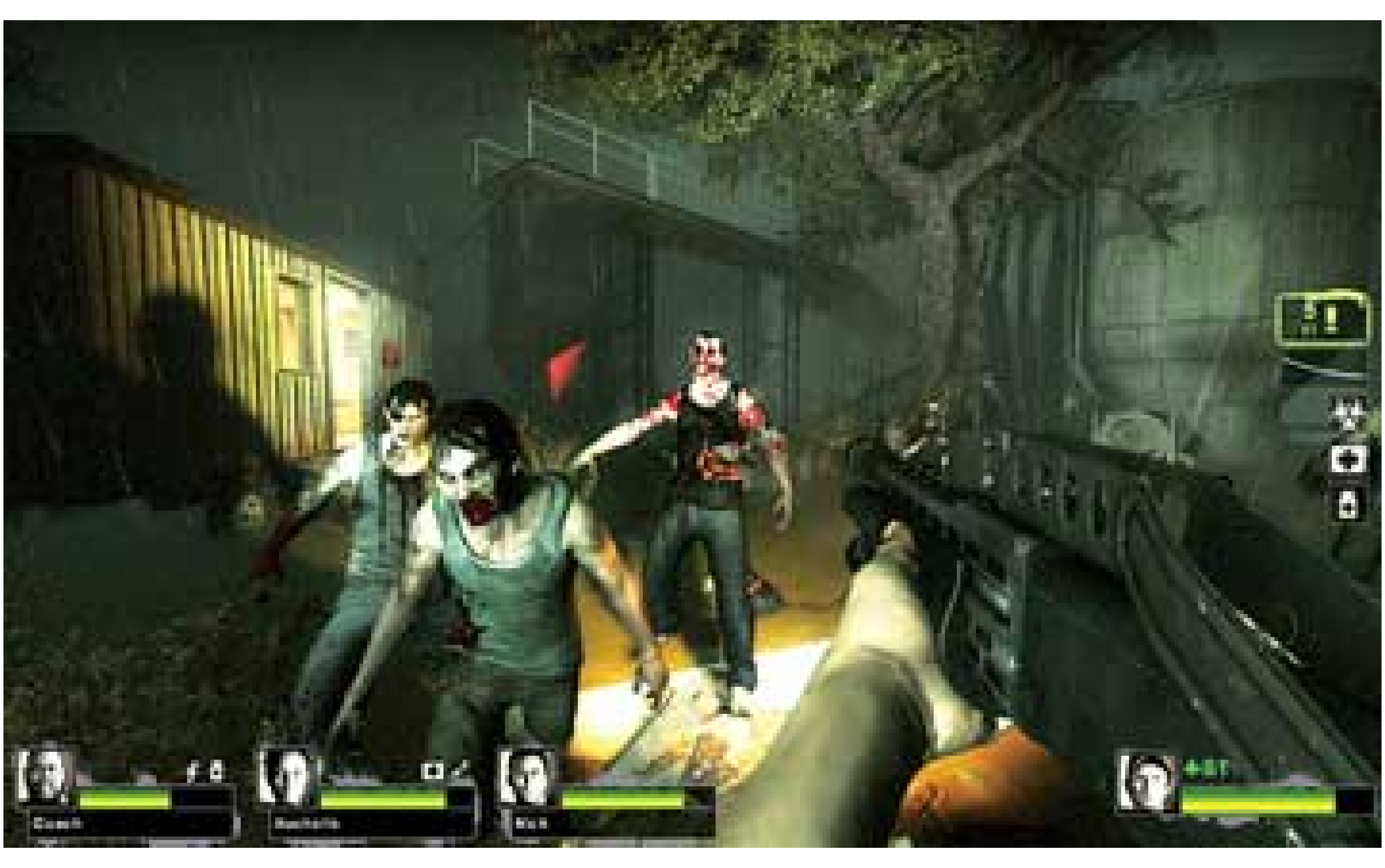
Let There Be Light

Having some degree of familiarity with the layout of the sugar mill, you should find your exit to be more adept and quicker than your entrance. You begin in the alleyway between refineries, so race along the ground toward the floodlight (picture 1) and then turn the corner, facing the ruins of Refinery 1.



6A

To your left is a cabin, which hopefully contains Adrenaline and other goodies you can use. Flee the scene, or stay and systematically drop those who seek to destroy you (picture 2).



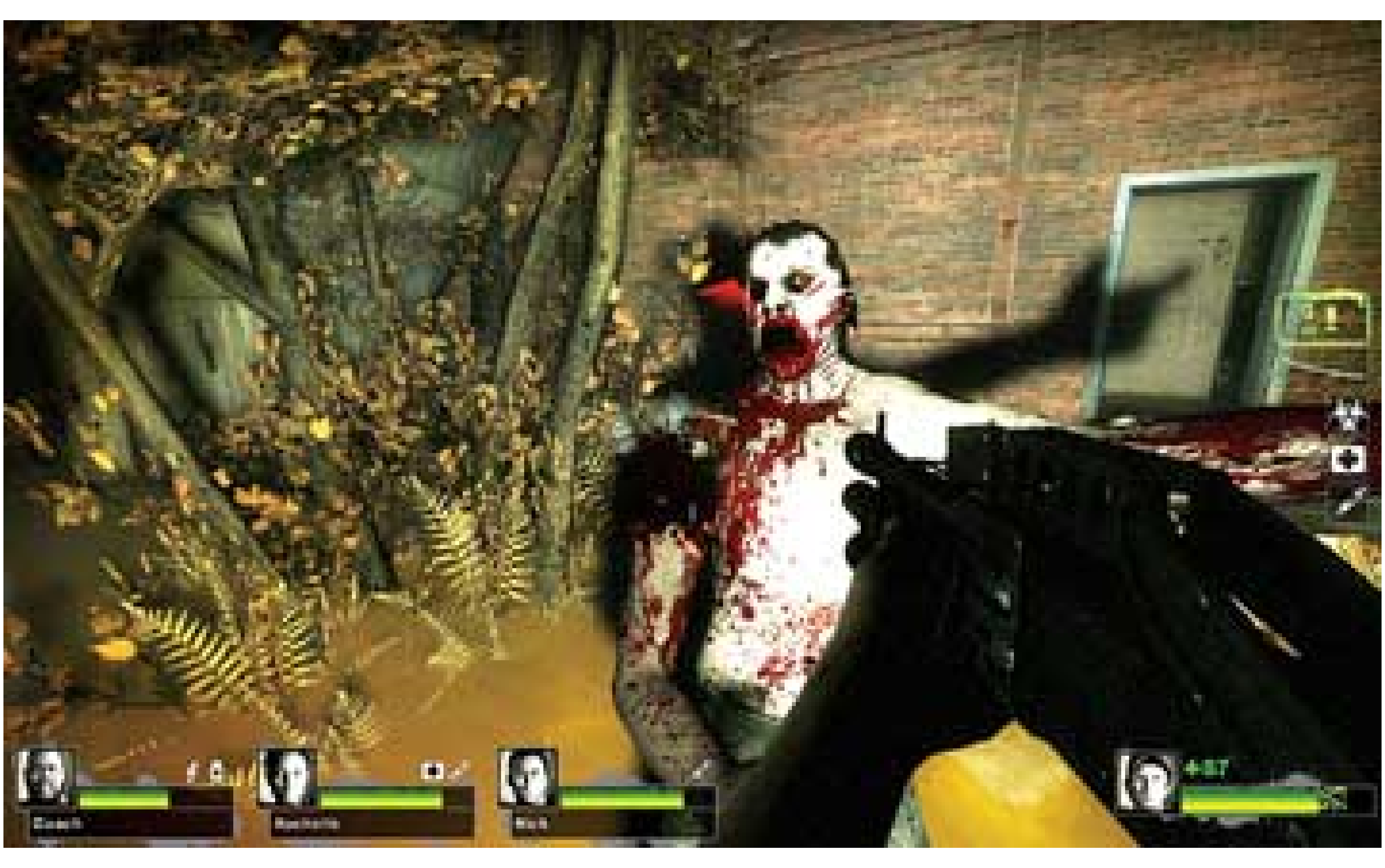
6B

Tip

The ground is rugged and the threats, constant, so bunch together as best you can. Know exactly the route you're about to take. Let one teammate shout directions for everyone, and the rest follow.

Let There Be Fright

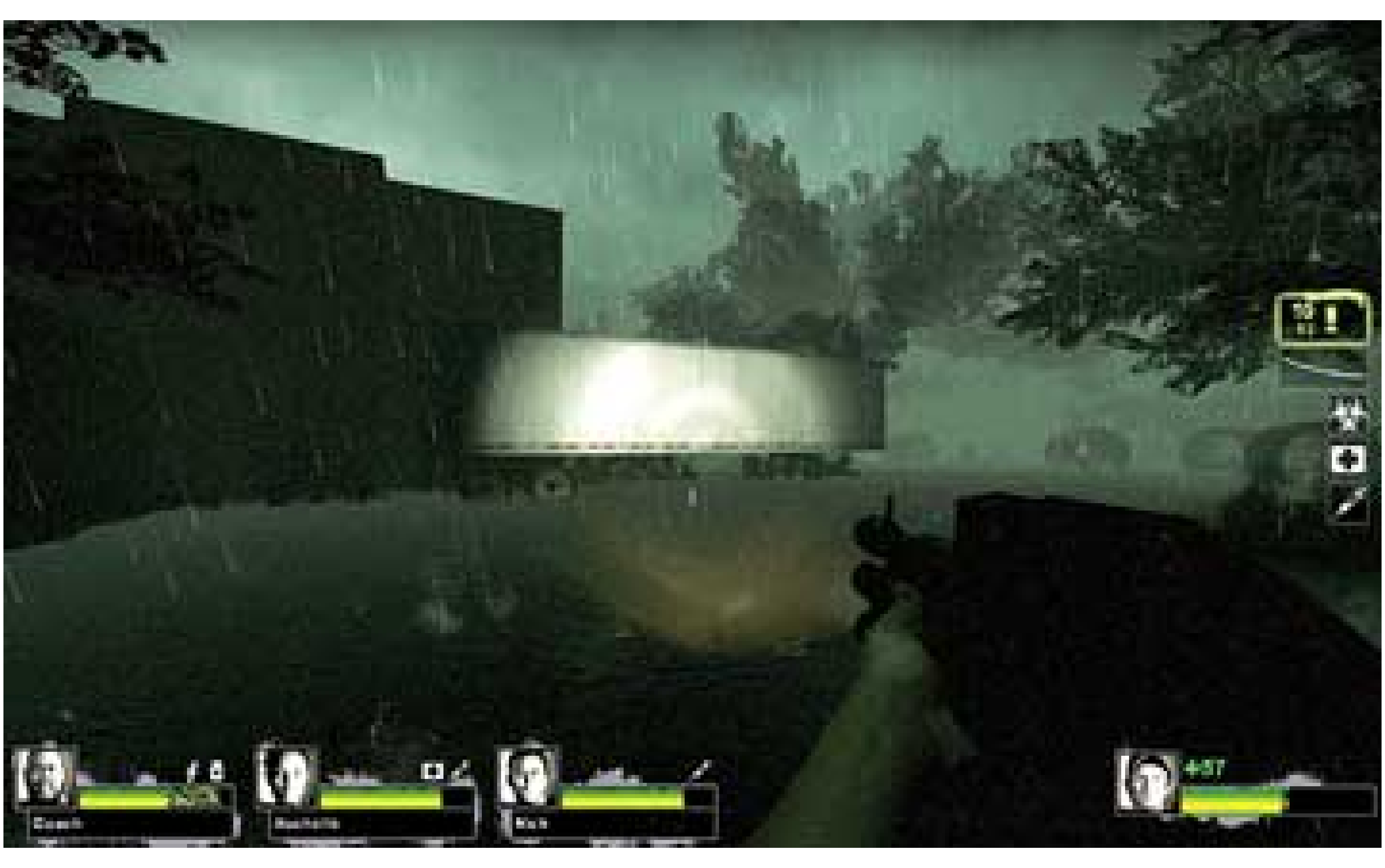
Move to the middle of the refinery, which can be accomplished on either an upper catwalk, or a lower watery wade. (It's at this point, or just after you pass Location 6B, that you should think about employing Adrenaline and racing all the way to the Safe Room.)



6C

Expect more Common Infected on the ground, usually with Special Infected lurking and ready to pounce, spit, or claw. Just to the right of the doorway (shown) is a ladder (not shown), which allows you to get up to a pipe and the continuation of a catwalk leading into the upper floor of the mill office (6E).

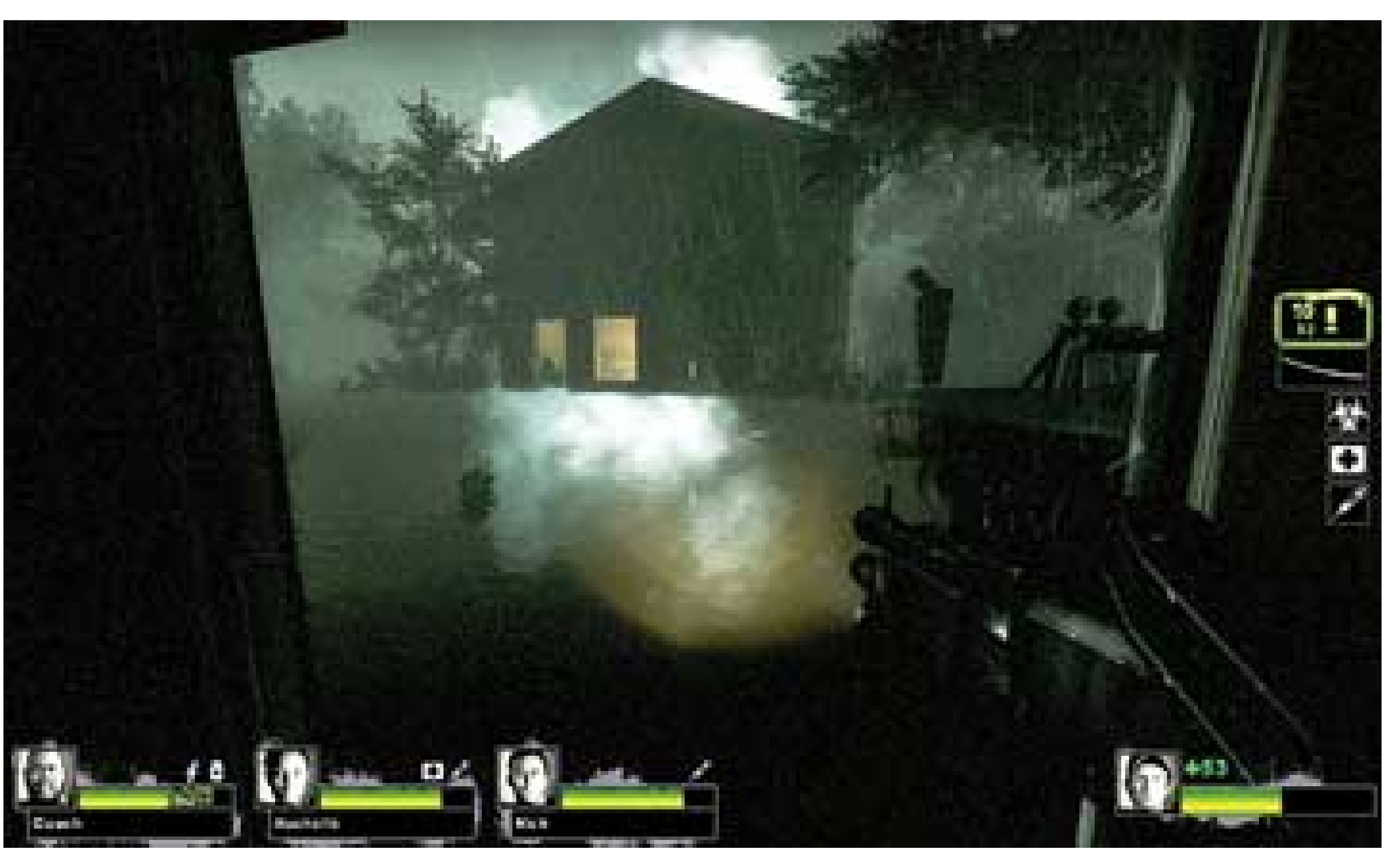
The Long and the Short of It



6D

If you had to abandon the upper route into the mill office (due to rescuing a teammate, or someone losing their way), the next best route is through the garage and out into an extremely soggy lawn area with the cylinders and container trucks. Rush around this location and into the office without delay.

Seeking the Soggy Safe Room



6E

Whether you arrive at the mill office via the upper floor or the side doorway from Location 6D, you are just steps away from the Safe Room, but you aren't safe yet! Sheet lightning (picture 1) illuminates the sky briefly, but that won't show the Special Infected that are likely to be waiting in this vicinity.

Beware of attacks from either side of the road, and even in the darkened rooms inside the building that houses the Safe Room!

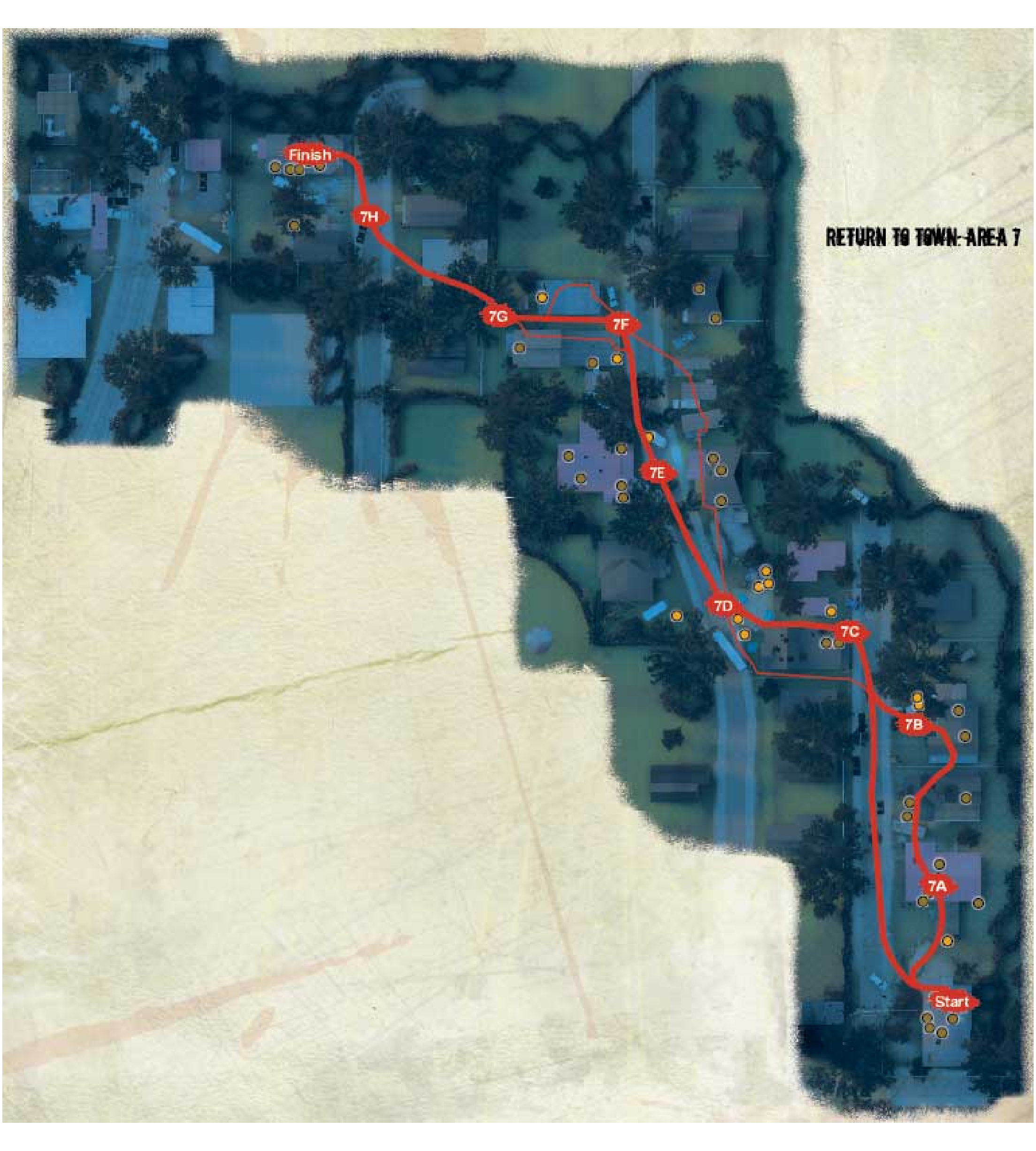
Effective Infected

The first refinery has a good deal of dark corners to hide in, including the side of the cabin and under or atop the catwalks. The water and slow-moving wading the Survivors must attempt if they aren't using the catwalks is obviously beneficial to your cause, so strike here or congregate outside the sugar mill entrance.

There's nothing better than lassoing a human (as shown) when they thought they were only steps away from safety! Use rooftops, bushes, vehicles, and other hidey-holes from which to make your move. In one particularly impressive strike, a Charger managed to run over three humans inside the building in the dark room adjacent to the Safe Room itself. Multiple, relentless attacks can really demoralize your foes.

Hard Rain

To the Safe Room on Second Street



A.I. Director's Cut

The Director dynamically controls the stormy weather throughout this stage. Particularly powerful storms dull the “glows” around your teammates and summon a Horde. Seek shelter each time a squall hits

Return to Town Overview

A new Safe Room has opened up at the far end of Second Street, which is the only structure that’s different compared to your first visit through these streets. Of course, the weather is as horrific as the attacks the Infected are poised to inflict on you, so having a route plan is even more important this time around.

Whether you’re hopping from rooftop to rooftop, or injecting Adrenaline and sprinting up the streets, you need to navigate up Fourth Street, across to the garage sale, past the ambulance, down the alley to the playground, and then find the newly unlocked Safe Room—all without becoming separated or savaged.

+ Although important in previous stages, looking for floodlights and porch lights gives you visual clues to the correct places to head to.

+ Use landmarks, such as the water tower and ambulance, as visual clues, too. If you know how close you are to the Safe Room because you’re near the playground, it helps you know whether to plan a rush or to stay and fight.

+ The houses are helpful in many ways: head to the roof for partial safety, head inside for items you left earlier, and leap from house to house to avoid the water.

- There’s even more risk of being pulled from rooftops if you don’t stick together as a team. Always watch where your colleagues are and react quickly if they are waylaid.

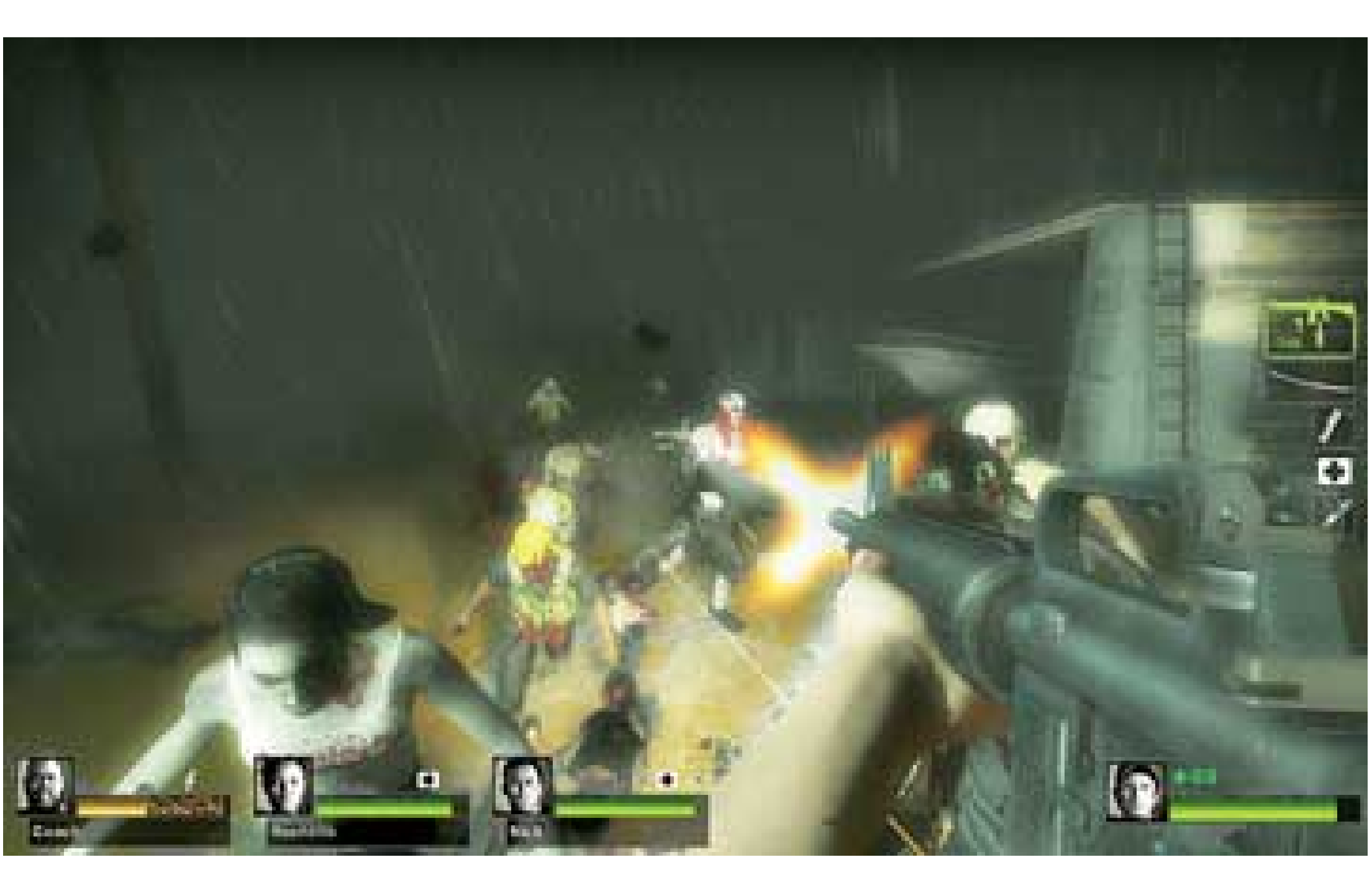
- The bushes, houses, trees, and vehicles are possible hiding places for the Special Infected; pay attention and look to the sides and behind you constantly.

- If you’re making a dash to the Safe Room, be sure that all of your team can make it. There’s nothing worse than venturing back out to rescue a straggler and being overwhelmed!

Fourth Street Retreat

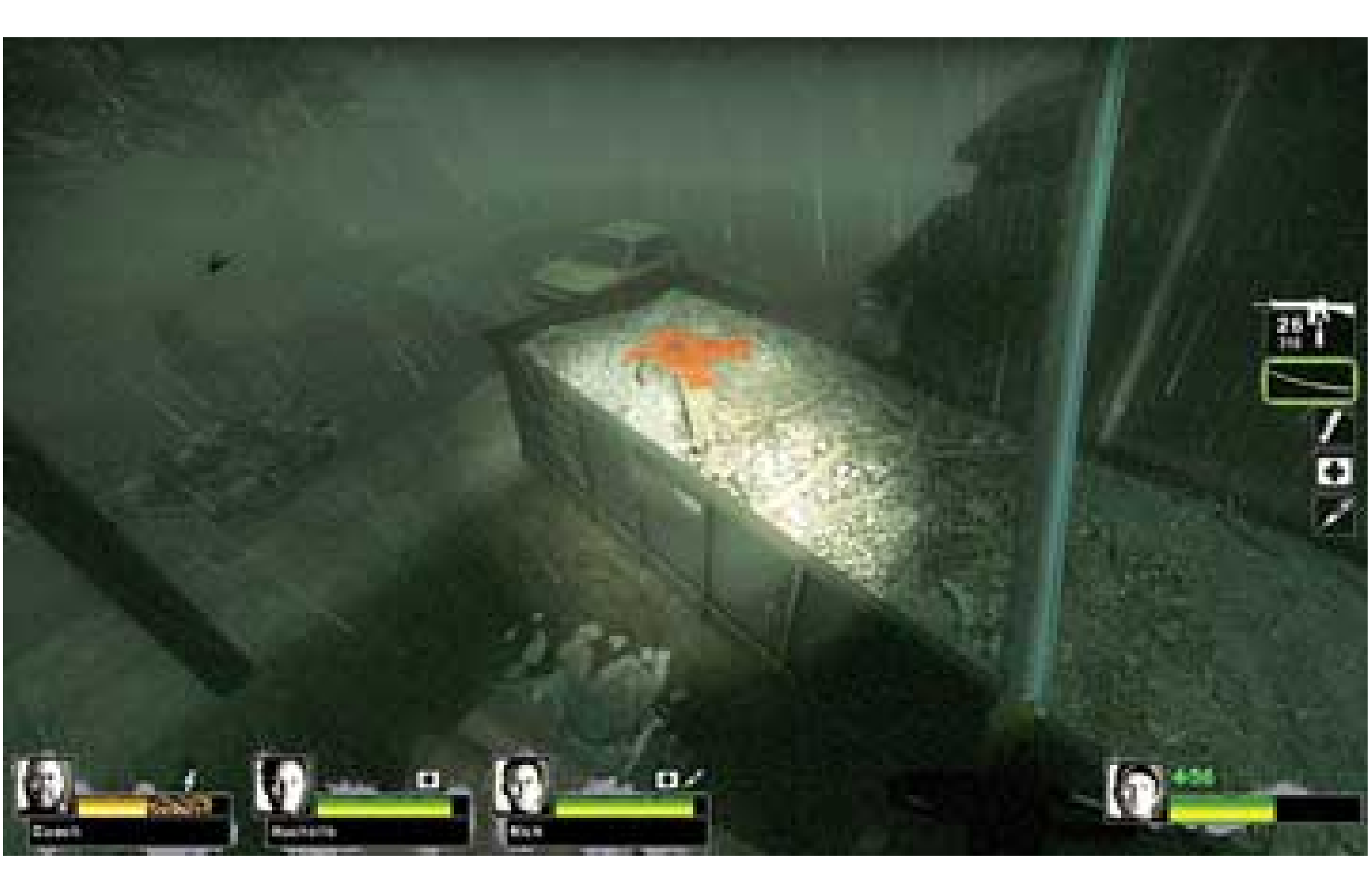
Before you leave the Safe Room, make sure two matters are attended to: first, you’re fully healed, you’ve grabbed another First Aid Kit, you have Adrenaline, everyone else has done the same; and second, you’ve fully discussed just how important fleeing in a swift but calm manner is to team morale. Ready? Then open that gate and use the elevated position to tag the motley crew assembled below.

Sometimes a Common Infected swarm comes (picture 1), and you can elect to flee, or retreat up the steps and cut them down as they try to bound up the steps.



Start

When the coast is clear, or you decide the time is right to make a dash for it, you can run up the flooded street, optionally using Adrenaline. However, a slightly safer option is to ascend the ladder leaning on the garage with the speed boat in it, and go up onto the first house roof (picture 2).



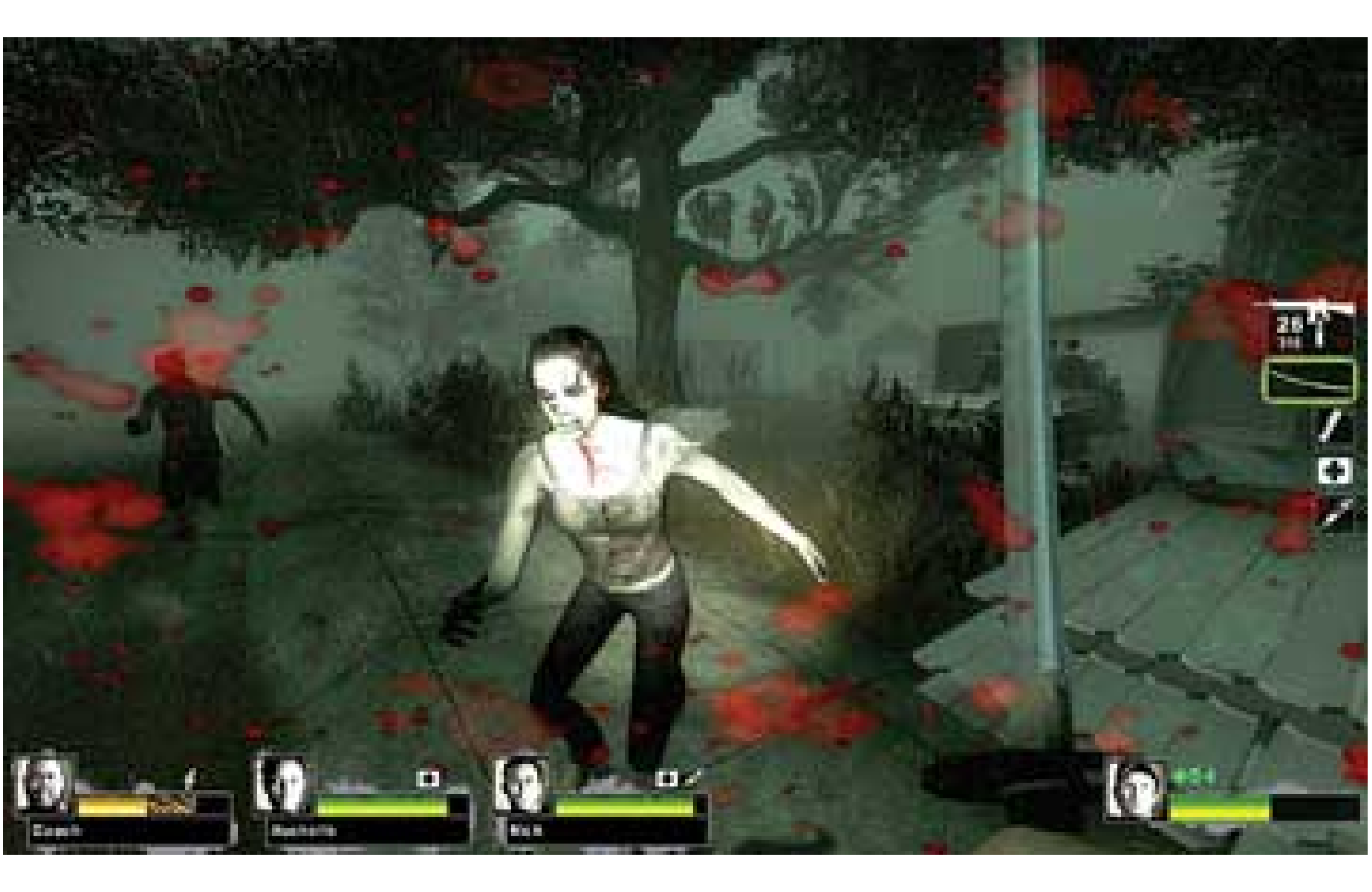
7A

Visibility is appalling, but you can hop to the roof of the next house via a refuse container filled with dirt. The second house can be searched, too, if more items are needed.

Finding the Alley on Fourth Street

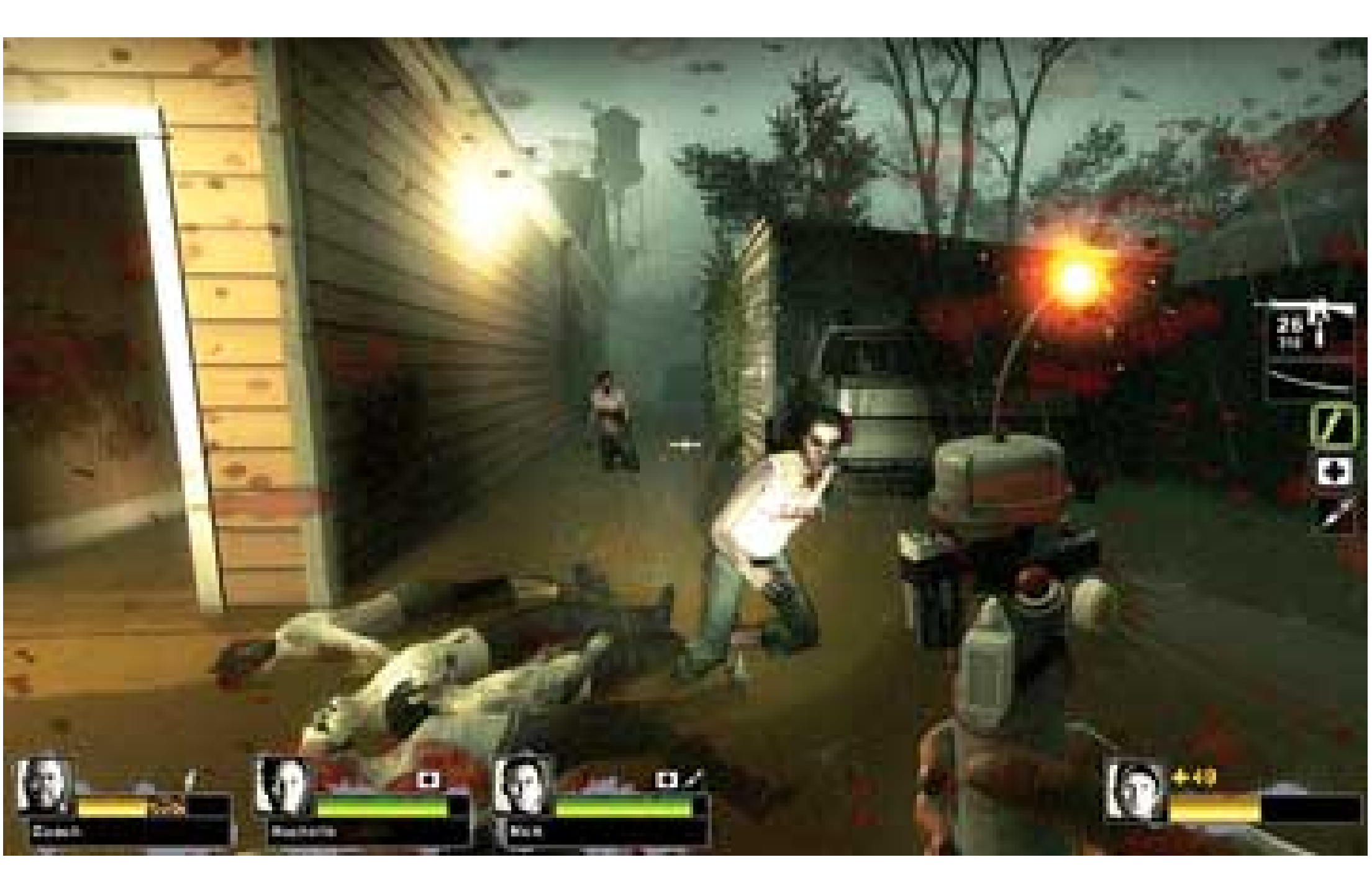
Move from the second house to the third (via the roof if you wish). Head up onto the roof for safety if you’re becoming surrounded on the ground, or dive inside to avoid a storm (but watch for Special Infected inside).

Ransack the place for items, then head across the backyard with the white pickup truck half-submerged in water (picture 1). If you took the street to reach this point (7B), be sure you’re hopping from car to car (if they aren’t alarmed), and stay out of the water as often as possible, running on the sidewalk that is still visible.



7B

Although it seems difficult to spot exactly where to go, you must remember that light guides your way. Move to Location 7C and you’ll spot a house with wooden siding, illuminated in the rain, near a couple of vehicles (one is inside a rickety garage). Between the two buildings is the alleyway (picture 2).

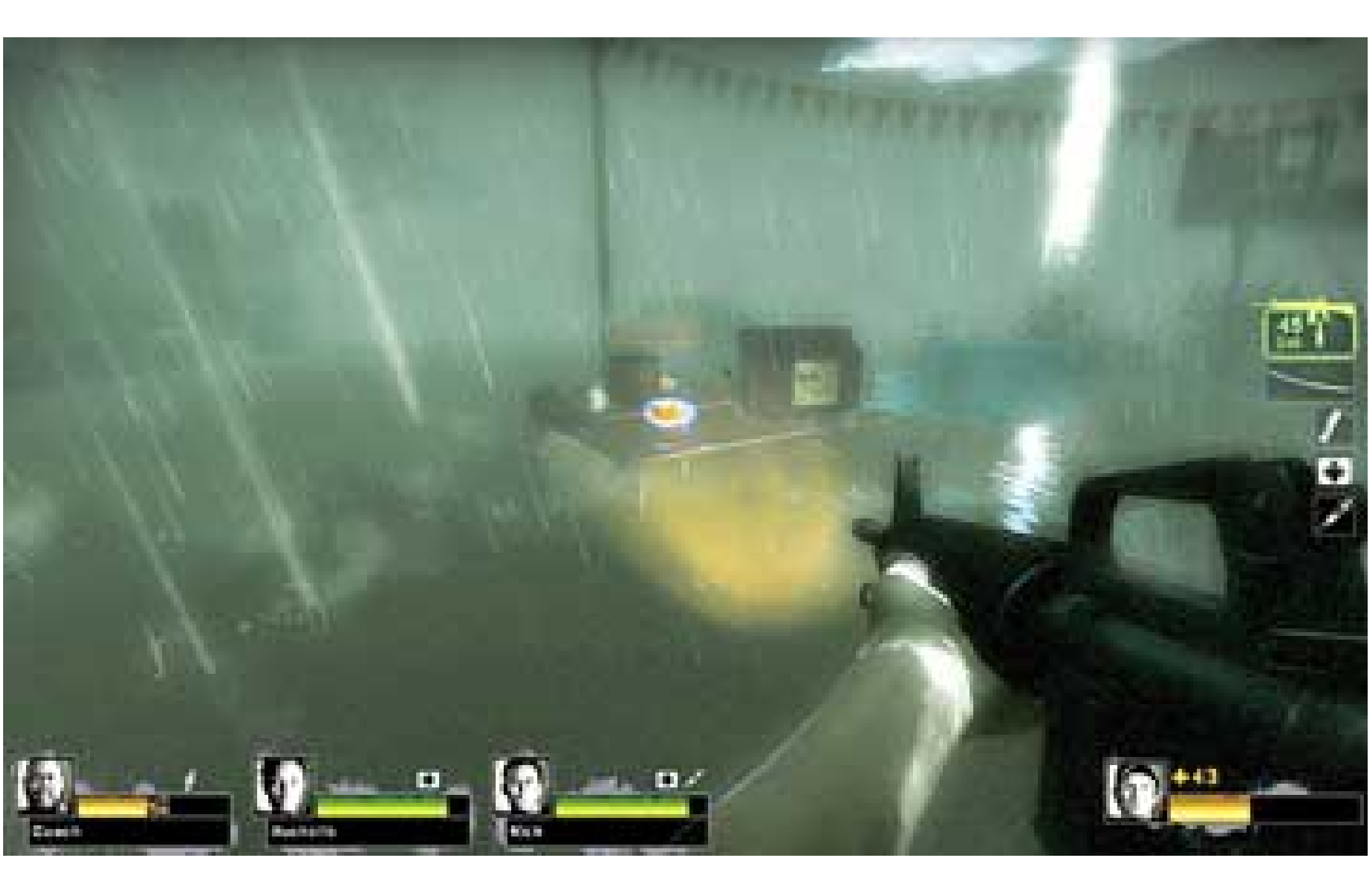


7C

A water tower (not accessible) is a landmark in the distance. Head down the alleyway, between the house and the fence on the left, or through the house itself if you require some items you may have left earlier.

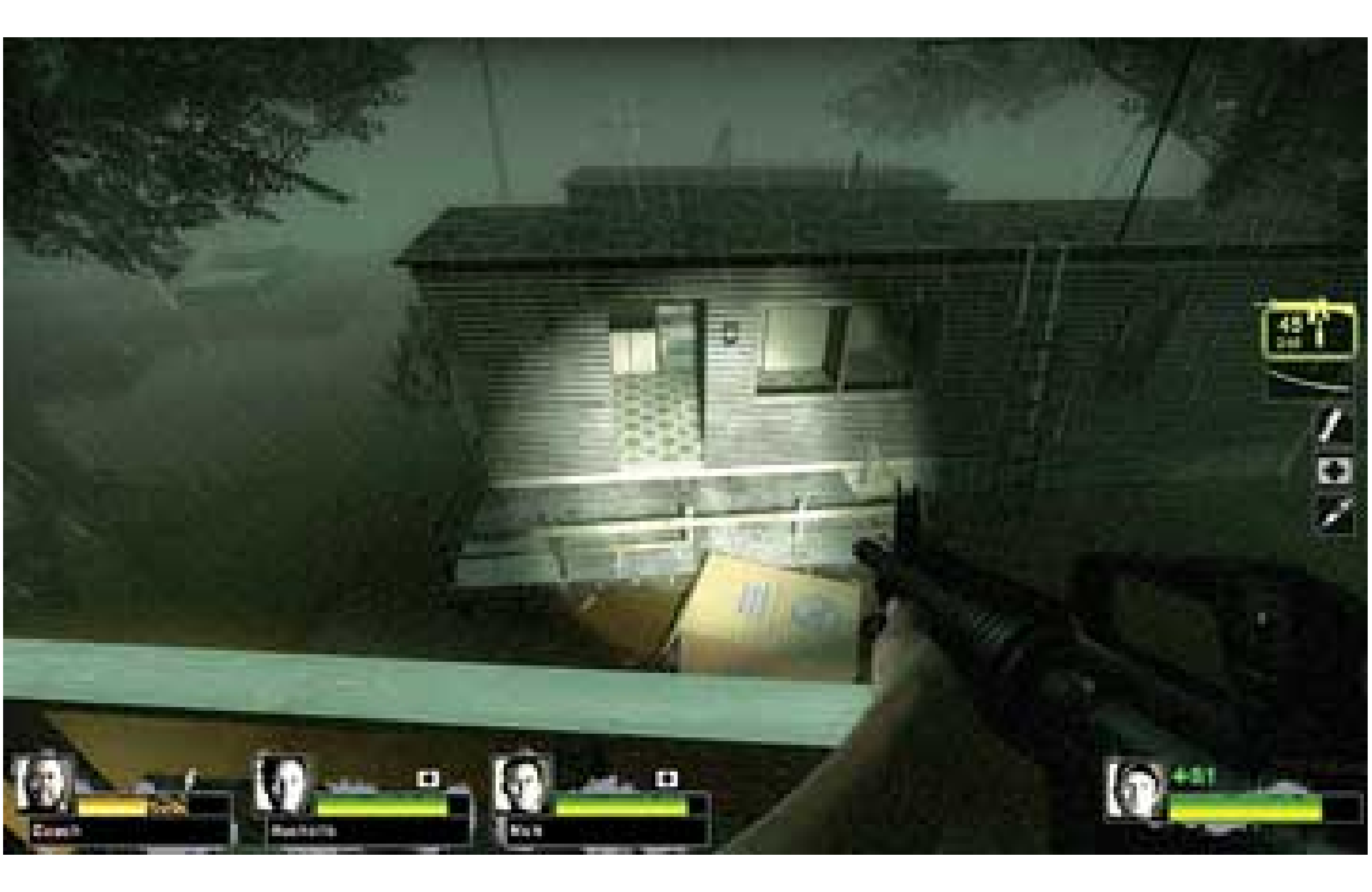
A Wade through Third Street

Whether you exit via the house or alleyway, you appear back where the garage sale was being held (picture 1), near the tree house and large rubble pile. This road is more of a river, so this is the perfect time to use Adrenaline.



7D

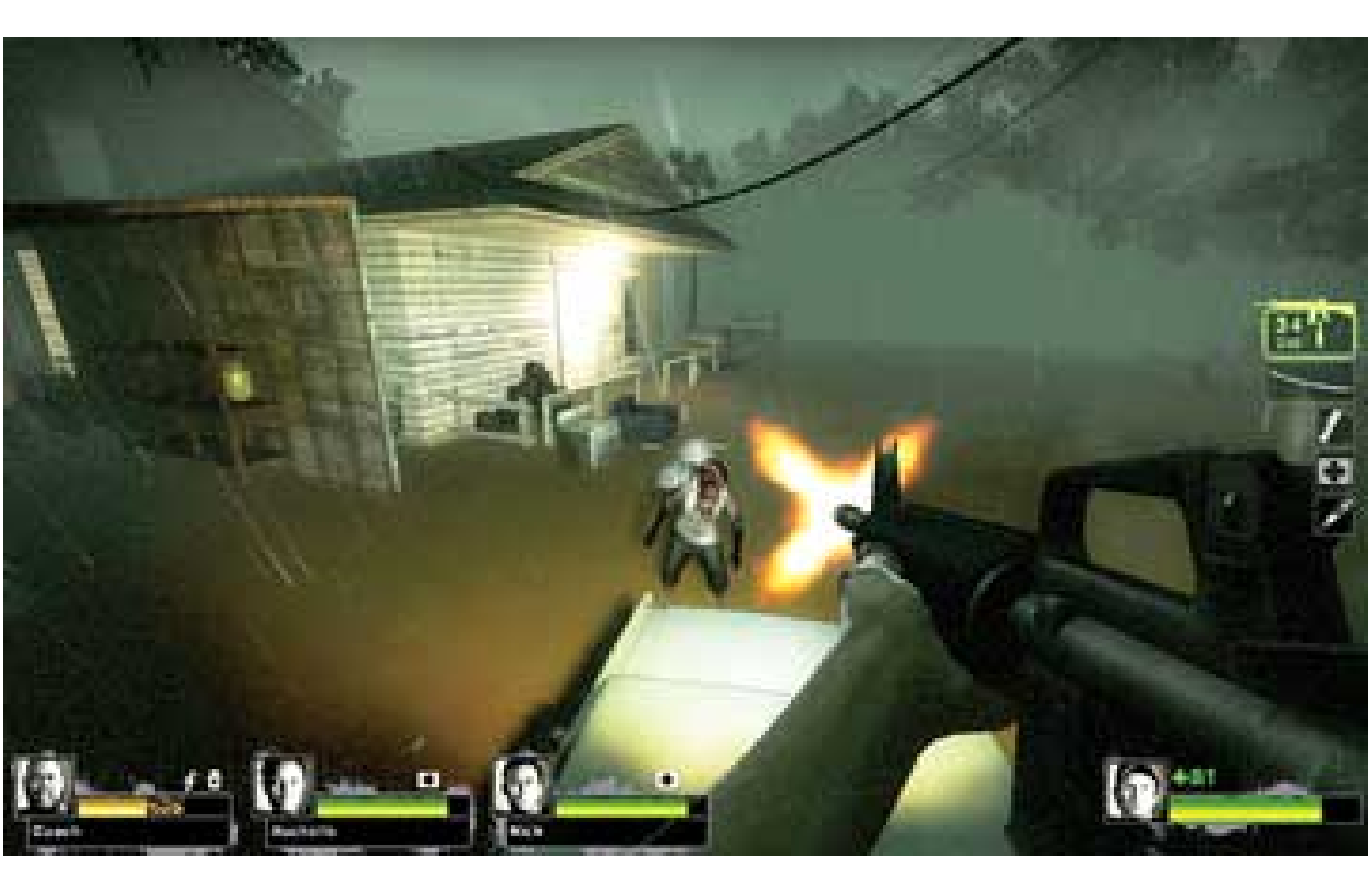
If this isn’t feasible, beware of Infected grabbing at you from the darkness, and wade up the street. Or leap onto the rubble pile, then to the porch of the building, and then to the open trailer adjacent to the ambulance (picture 2).



7E

From here, you can see the large oak tree and a half-flooded car on the road/river. You can use this car as an “island” (as long as the alarm doesn’t sound) and repel enemies from this location.

Some or all of your team can also climb up onto the open trailer and jump across the trailer roofs to reach Location 7F, where you can see the light of the white wooden house (picture 3) with the skeletal shell of a second building to the right of it. The narrow alleyway leading to the playground is here.

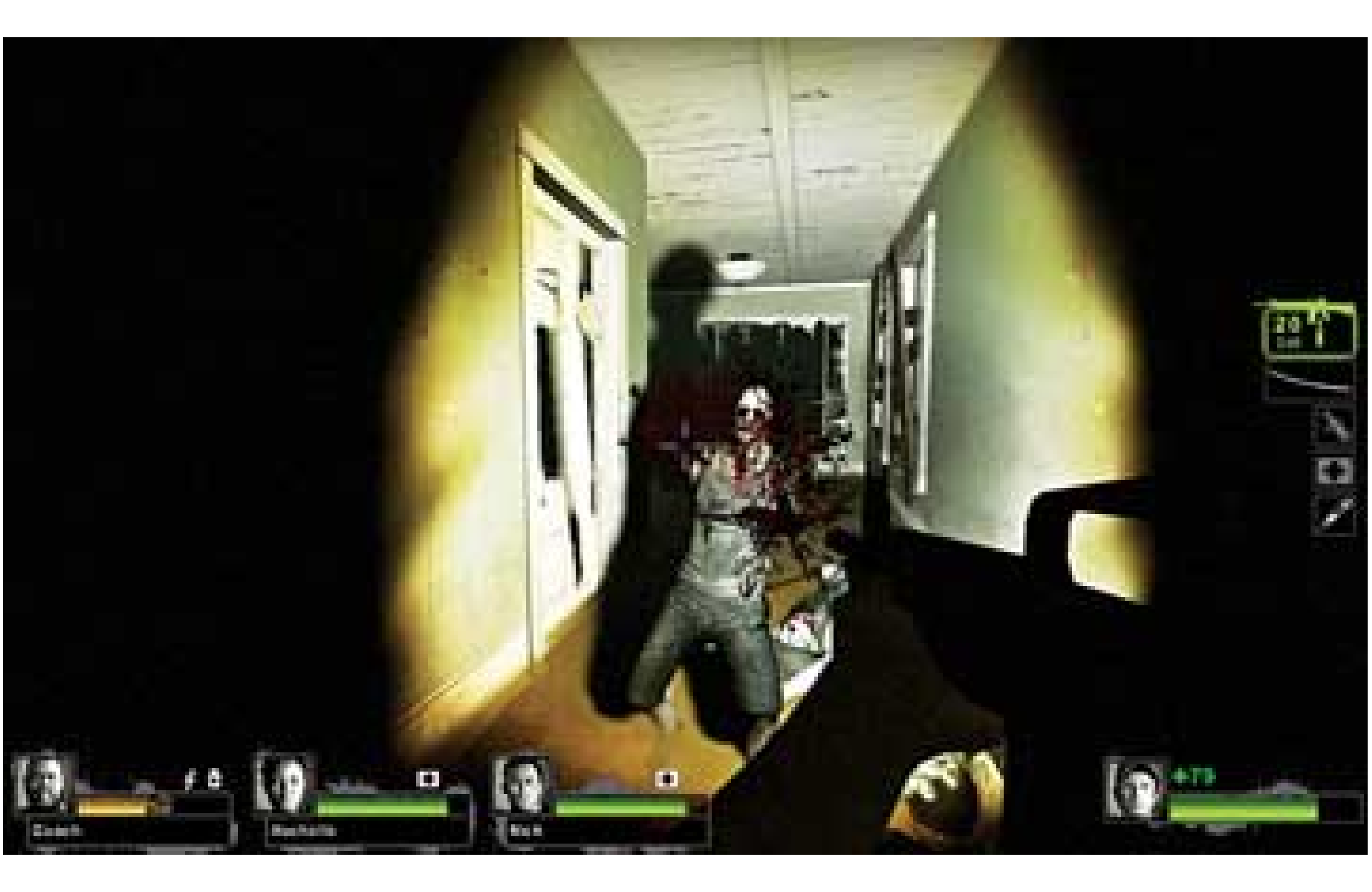


7F

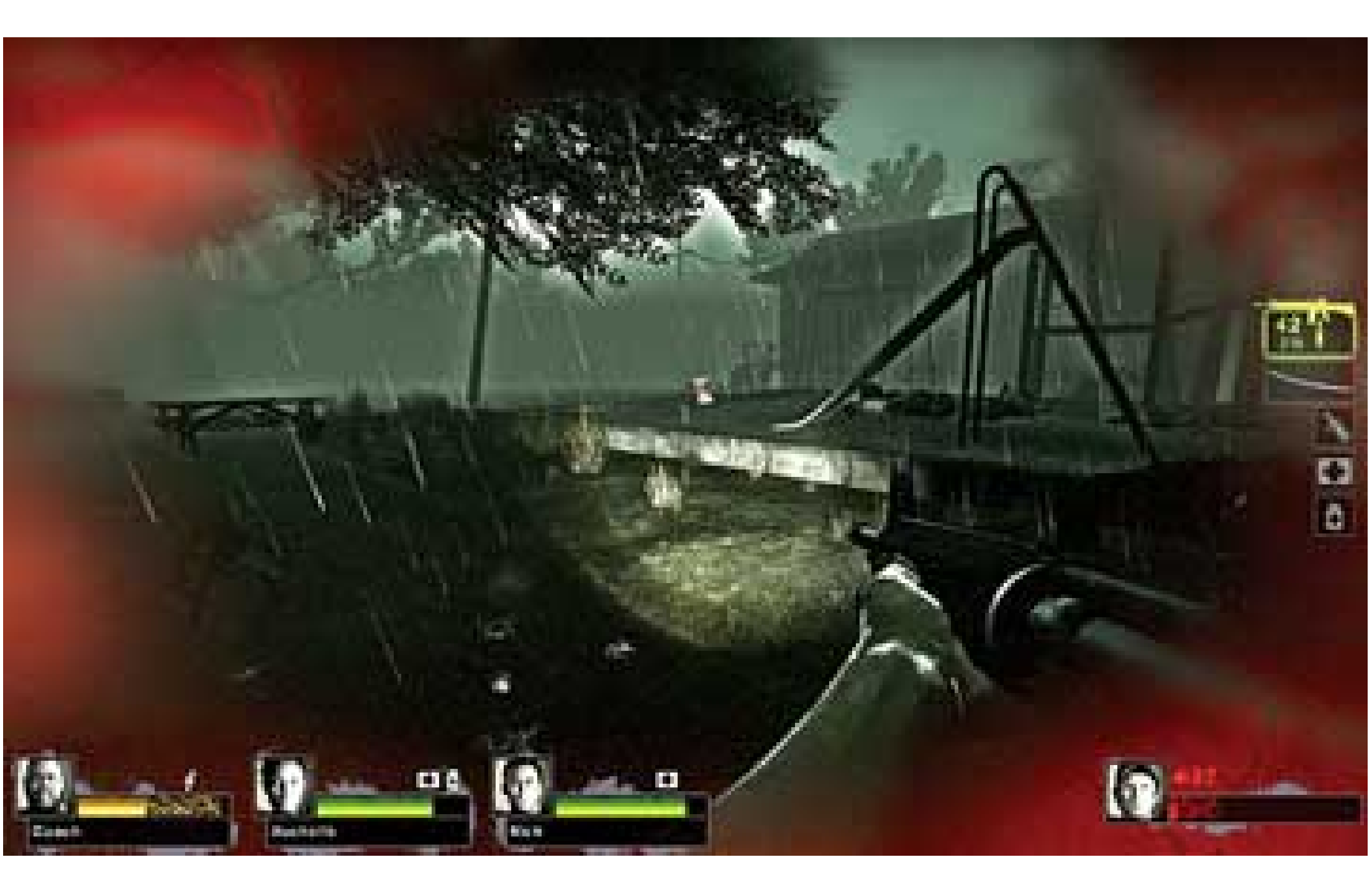
Tip

Is water-wading becoming a problem? Then lob a Pipe Bomb if you’re constantly under attack from foes; it still works just as well if it lands on water. You’ll have to kill the Work Crew Infected as normal, though.

Storming through Second Street

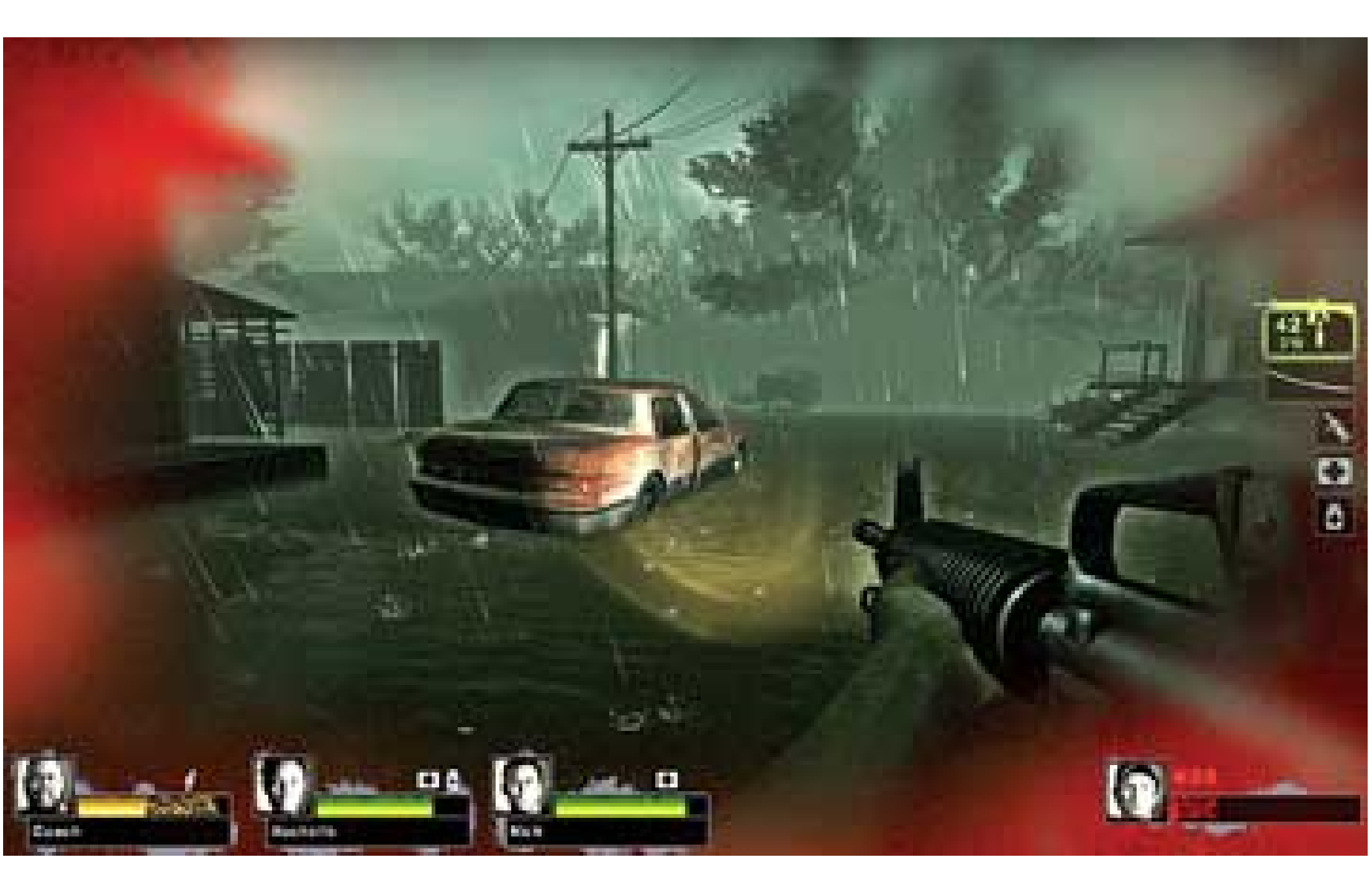


Now you’re at the alleyway with the white, wooden two-story building on your left, and the shell of a building to your right. Choose a route that leads you past the alleyway to the fallen picket fence and kiddie playground. Heading through the wooden house (picture 1) keeps you slightly less soggy, but expect Special Infected attacks.



7G

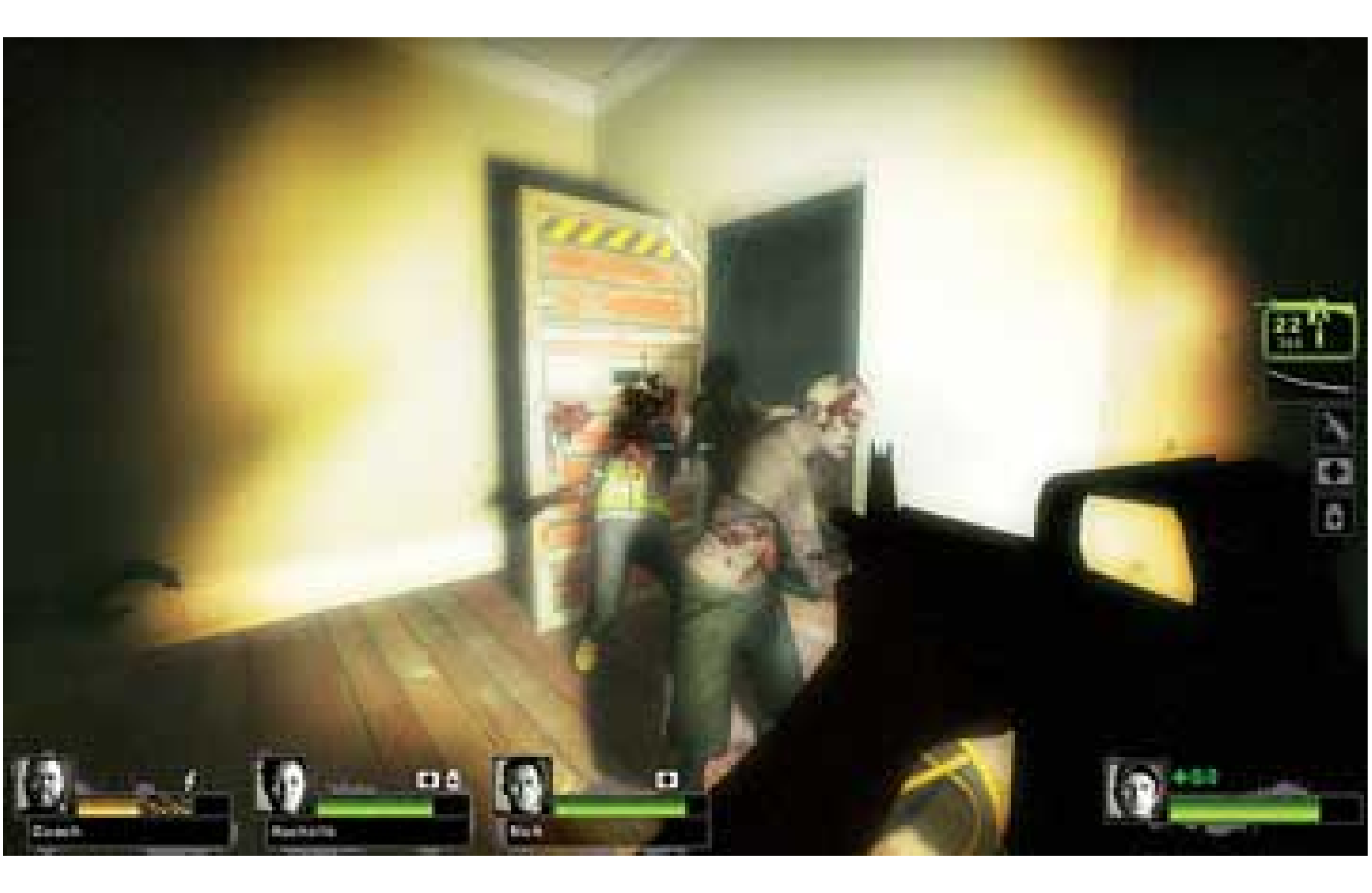
You’re almost at the Safe Room, so use the remainder of your Adrenaline (which is best taken at around Location 7E) if you’ve been running through here and pushing foes aside. Speed past the playground (picture 2) and onto Second Street (picture 3).



7H

At the parked car, look up the road and locate the building on the left side of the street with the light on. This previously sealed location is your Safe Room next to the white trailer and pickup you scrambled over on your way through here before.

There’s no ladder this time, so you can’t scale the trailer. Move to the Safe Room instead. Scuttle inside, but be sure to guard the door. Don’t let the Infected in due to a lack of preplanning (picture 4)!



Tip

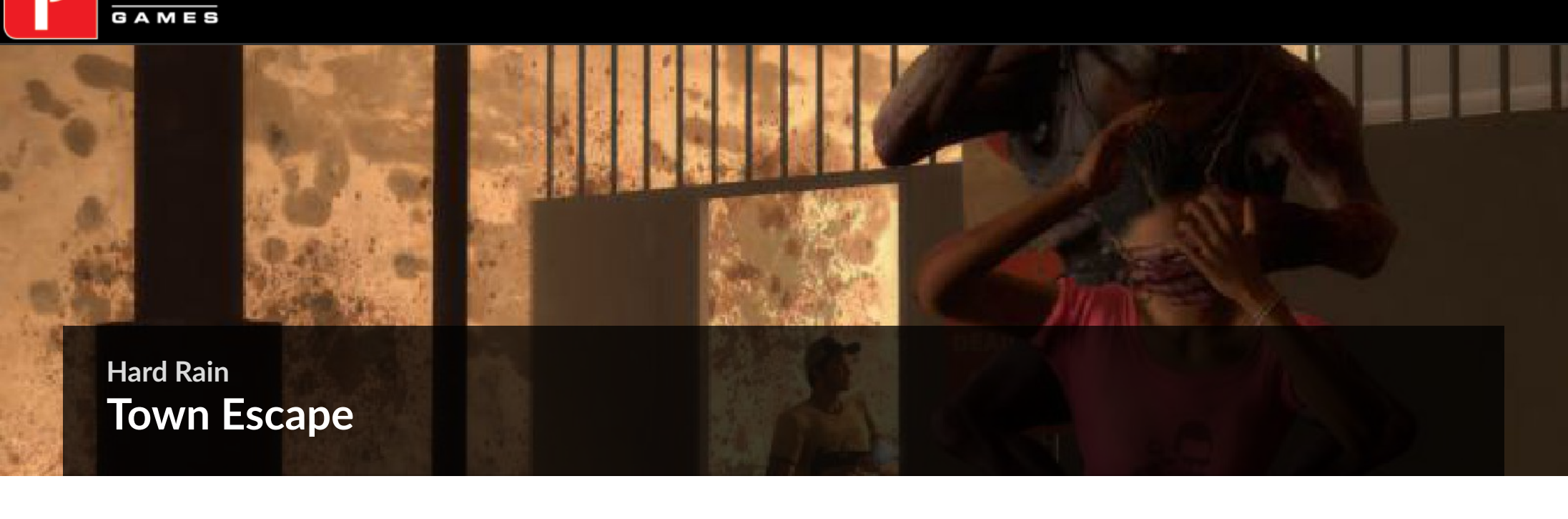
Before you close the door, it might be wise to grab any Pipe Bombs, Bile Bomb, or other equipment deemed necessary by your team that you’ve left in the street before finishing. A fully loaded team is imperative for the final push out of town.

Effective Infected

Area 7 offers all the rooftops, tree-hiding, and bush prowling you had during the second stage of this campaign, but with the added benefit of darkness and rainfall.

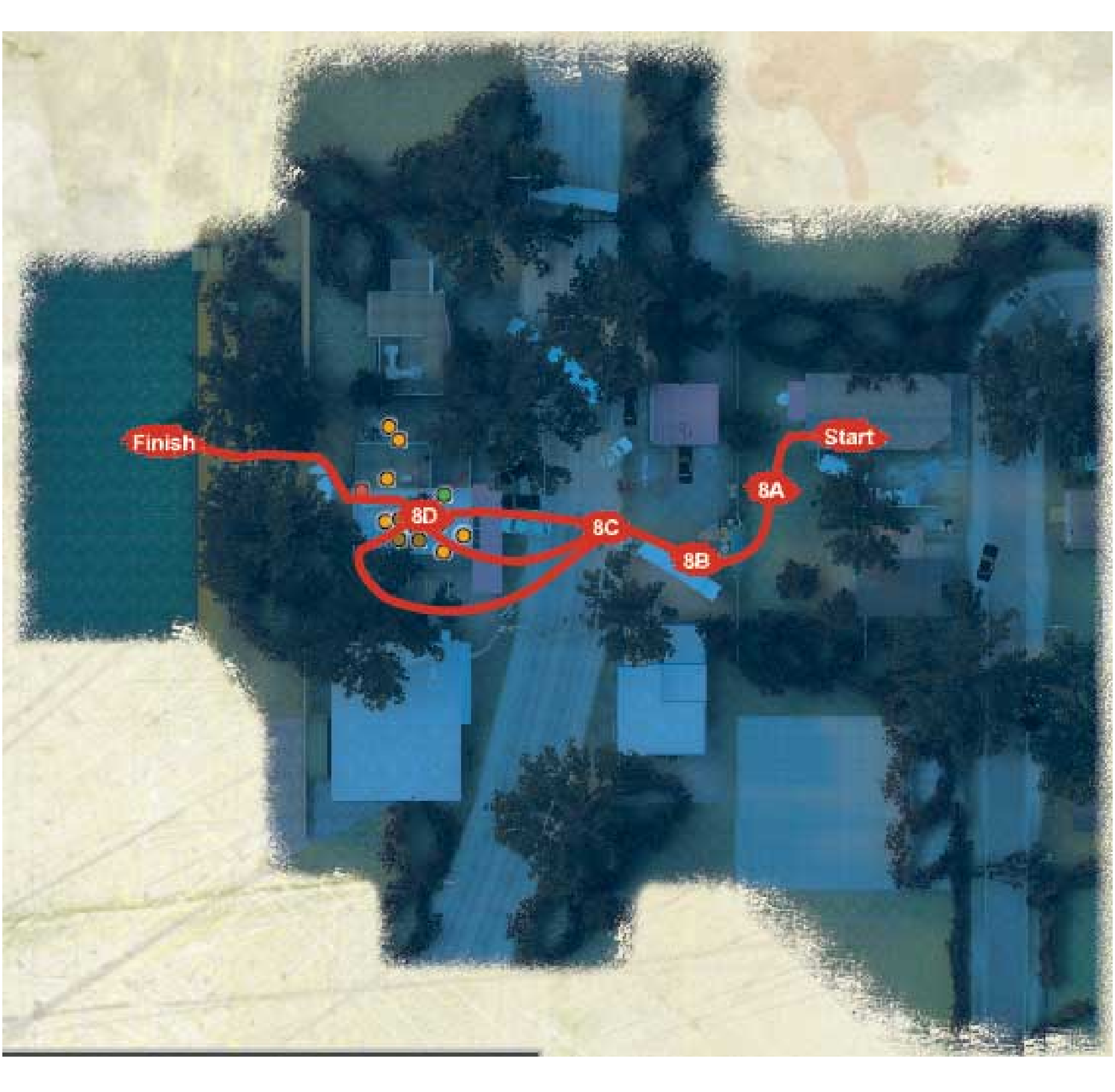
This leads to copious opportunities to dive out of the shadows to claw a foe (picture 1), especially one that’s being attacked by Common Infected. If the team decides to split up, dark alleyways are an excellent place to lasso a foe (picture 2) and drag them in for the kill, especially if your Special Infected cohorts can preoccupy other Survivors with Chargers or Jockeys on the roof.

If foes try to enter a house, this is a key place to grab them; either attack inside the structure, or jump the last Survivor outside before they can enter



Hard Rain

Town Escape



A Second Vigil for Virgil: Town Escape Overview

Break out of the new Safe Room and scale the backyard fence before crossing the waterlogged streets (the last perfect time to use Adrenaline). Immediately light up the roof sign. From this point, you simply need to survive a relentless onslaught of enemy attacks, which includes periodic storm squalls, ferocious clawing by Common and Special Infected, and two Tank attacks.

Finding a good, defensive position (ideally inside the eatery) can make all the difference. Splitting your team up is just asking to be taken out back and pummelled. Assuming you survive, hobble onto the deck of Virgil's boat as soon as it is spotted.

+ Pick a teammate to go on point and reach the sign's on switch on the roof as quickly as possible, and then follow and back that person up.

+ You should have left enough items and equipment to finish a prolonged fight with two separate Tank attacks.

+ Did you hear Virgil arriving? Then there's no point in waiting in the milltown any more; flee to the boat as soon as you can.

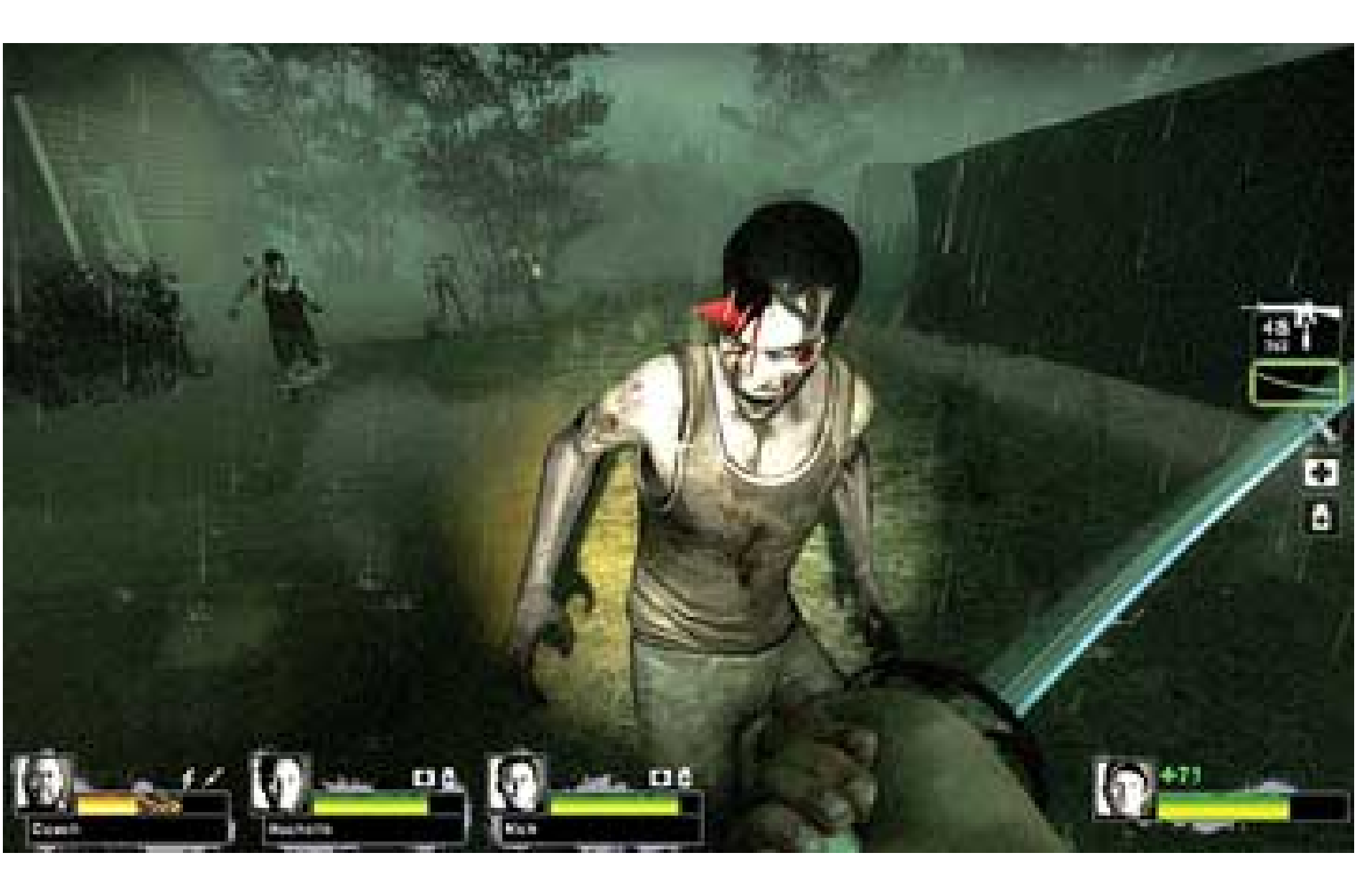
- Anywhere other than the interior of the Burger Tank eatery can be considered extremely dangerous. The eatery interior is merely frightening.

- There's a tendency for Special Infected to pull you off the roof, across the water, and devour you in a dark corner that's difficult to reach. Stay close together to survive.

- Tank s, Common, and Special Infected all attacking at once spells doom for your crew. Instead, preoccupy the Common folk by lobbing a Pipe Bomb or Bile Bomb.

Back Lawn Massacre (Redux)

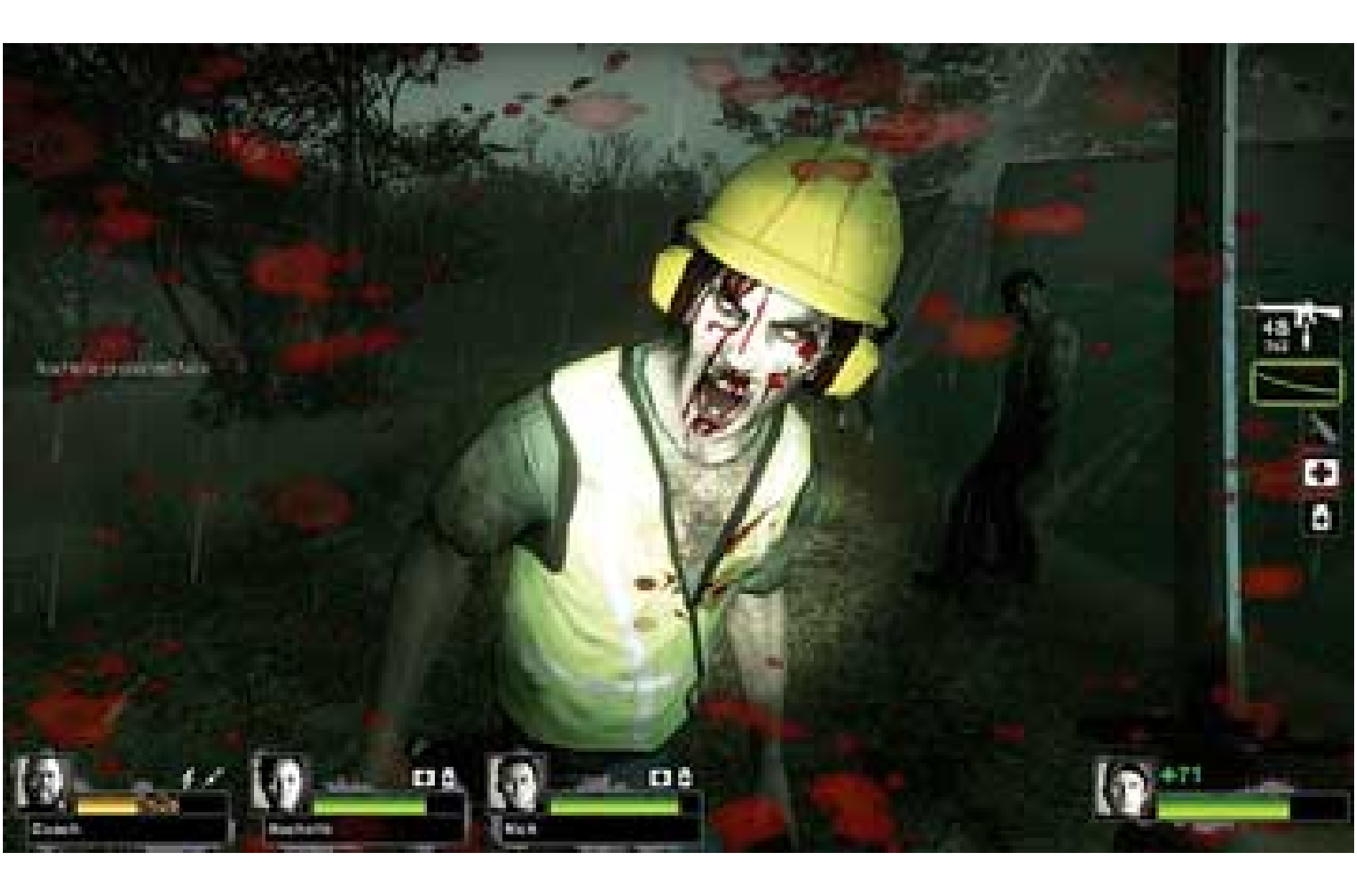
Stop! The following fight is incredibly tense, dangerous, and takes place in a particularly compact area, so you must equip yourselves with the finest weapons and equipment for such a situation. First, your Primary Weapon should be designed for close-range takedowns; an Autoshotgun is an excellent idea.



Start

Second, Melee Weapons are favored over Pistols, as a Katana (picture 1) or other hand-wielded zombie killer can cut swathes through the masses—another mandatory task. Third, Adrenaline now isn't as important as Pain Pills. While you're fighting and waiting for Virgil to show up, you need the extra energy once you've situated yourselves inside Burger Tank.

With all that planning out of the way, and with a fully healed team (each with an additional First Aid Kit to use), step out of the Safe Room, cross the garden with your lead teammate cutting through the foes (picture 2) and others providing supporting fire, and then clamber over the gap in the fence.



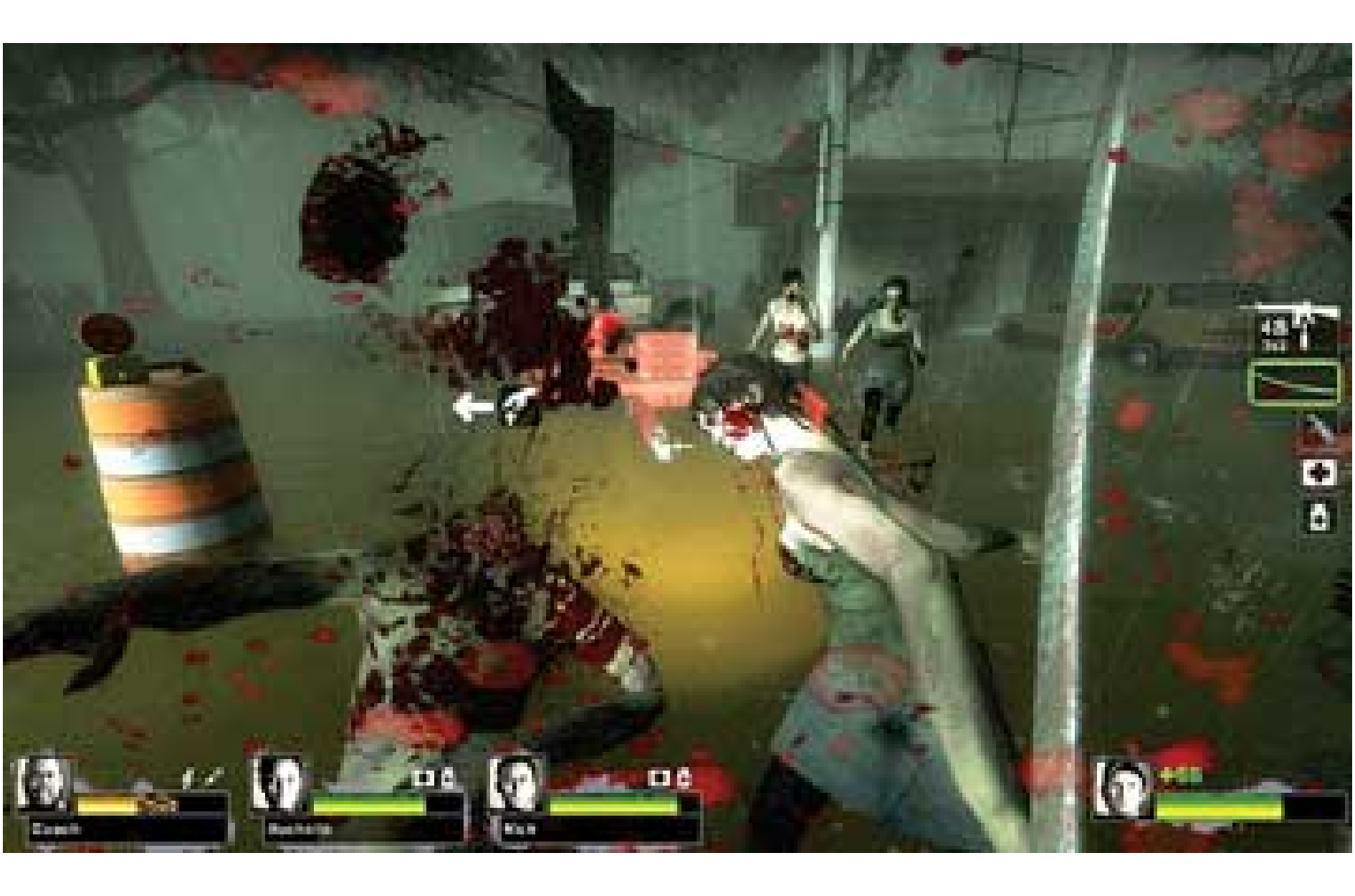
8A

Caution

There's only one major plan that now must be undertaken: signal the boat with the Burger Tank sign. Don't forget that, or your campaign turns into a doomed hold-out!

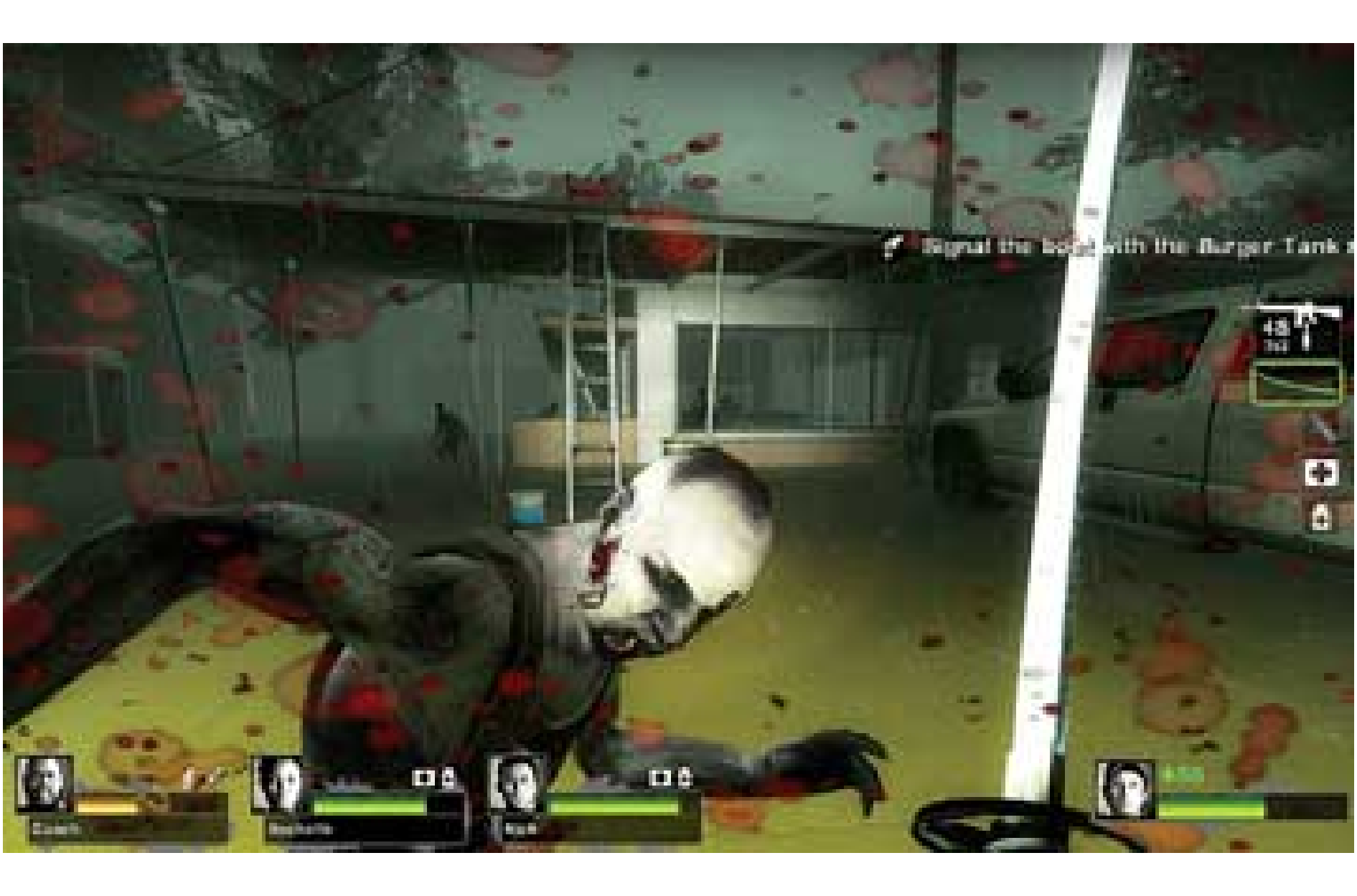
Fracas on First Street

Be sure all of your team is over the fence at the same time and have one or two of your squad take the lead, sloshing through water as little as possible. Use the boxes by the container truck as stepping stones, pausing only for a few moments to strike down foes that are swarming (picture 1).



8B

The lead Survivor's plan is to get onto the Burger Tank roof, and that should be accomplished by wading across First Street and ascending the ladder (picture 2) propped up against the front of the eatery. Can't get there? Then pile in through the front door, stepping on cars so you're not gnawed to death in the water, or move around to the left of the building and use the side entrance.



8C

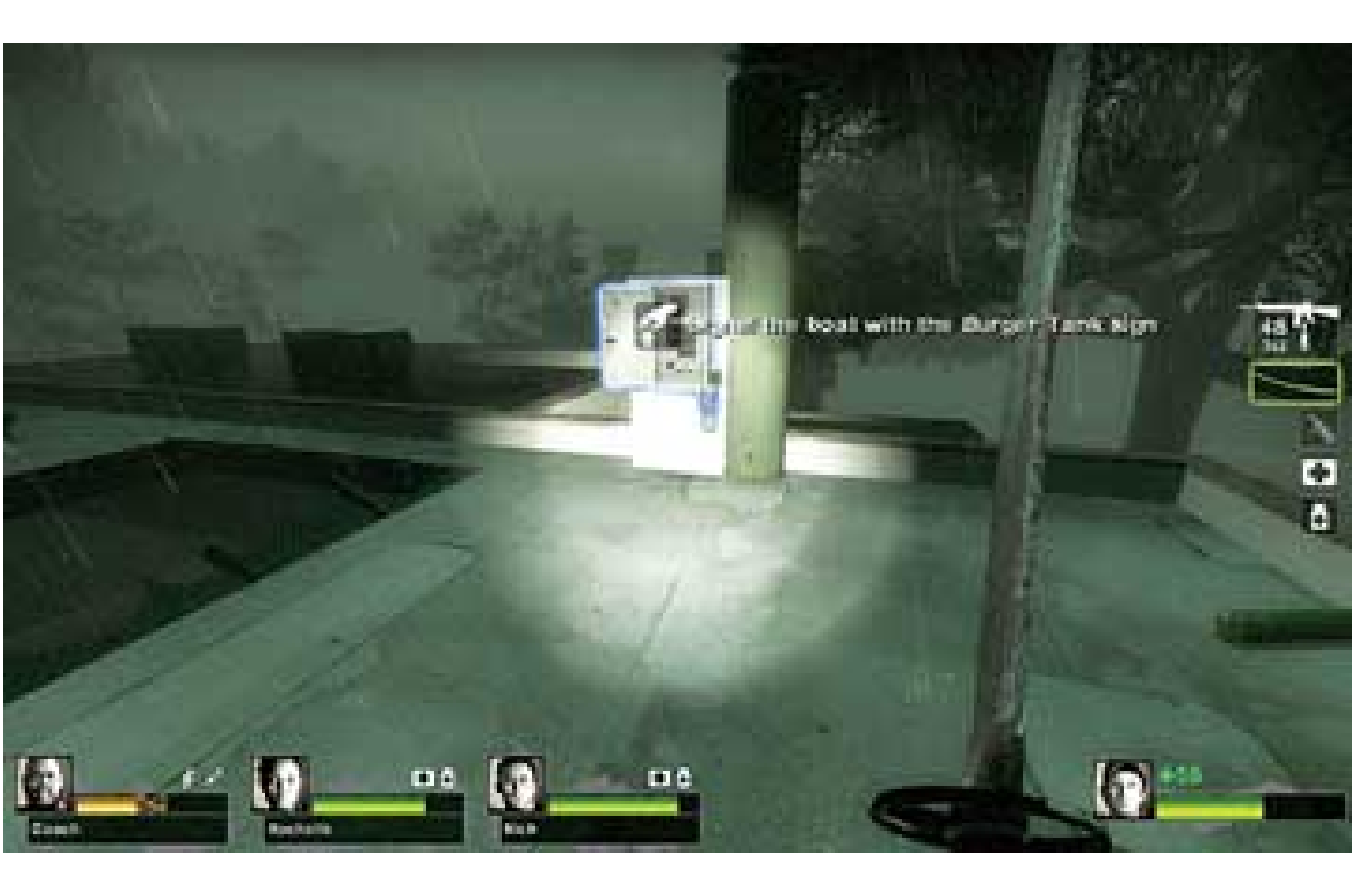
The latter two routes involve you scaling the red ladder in the back-left corner of the premises, behind the counter.

Tip

Time for a Pipe Bomb or Bile Bomb? An excellent idea—preoccupy the Horde so all of your team can get inside the Burger Tank eatery. Have a Survivor who is backing up the person on point throw an explosive to the side of the route. Then check the counter for another projectile while the point-person scales the ladder.

Atrocities Under The Sign of the Tank

Let the bludgeoning begin! Of paramount importance is switching on the sign, so have two of your team scale the roof, flick the switch (picture 1), and then rejoin the teammates so you can fight the Infected together.

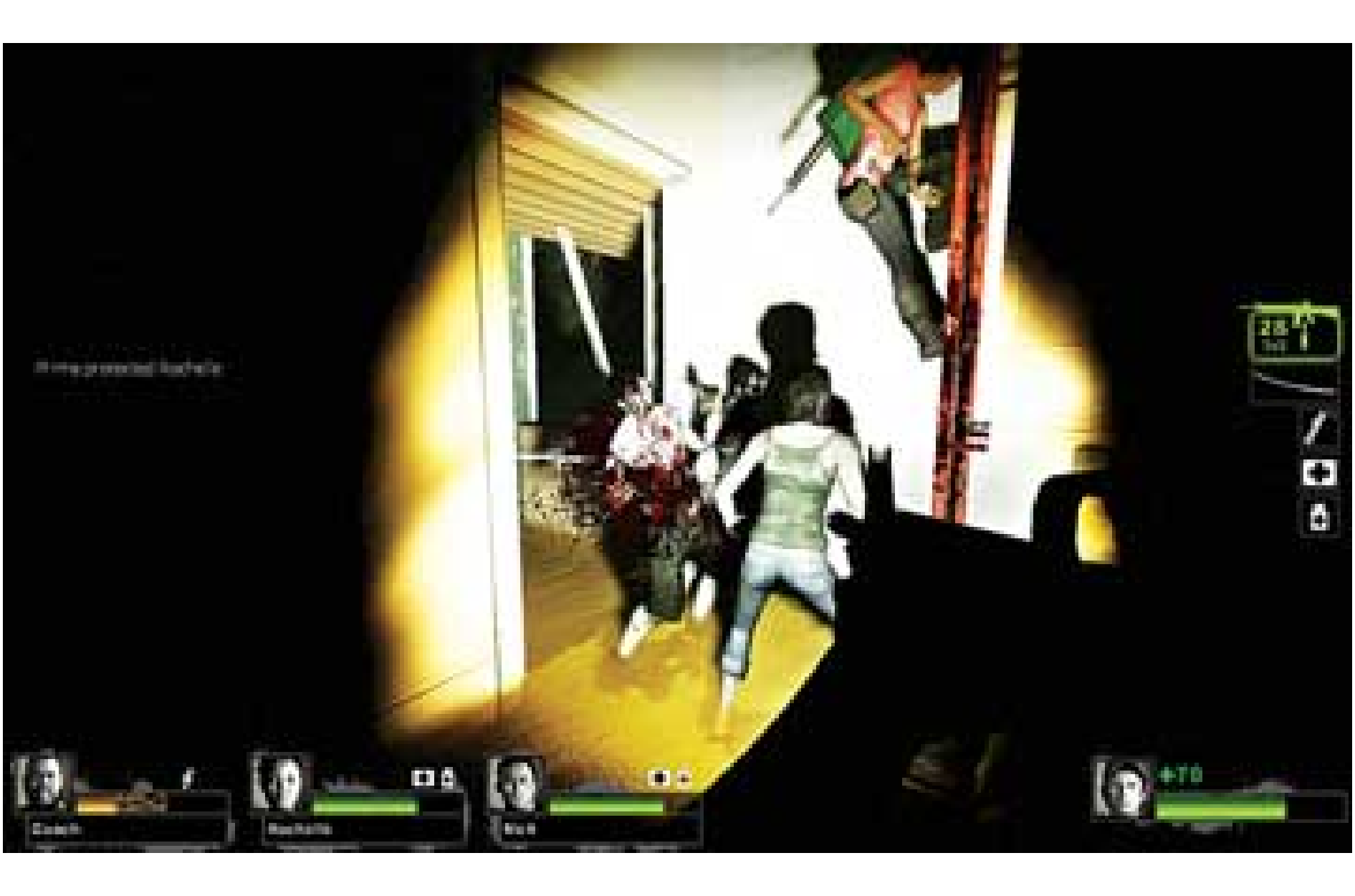


8D

Although splitting up into two pairs may seem like a cunning plan, the sheer number of foes and the tendency for Special Infected to really pile on the pressure mean a closer-knit attack strategy is preferable.

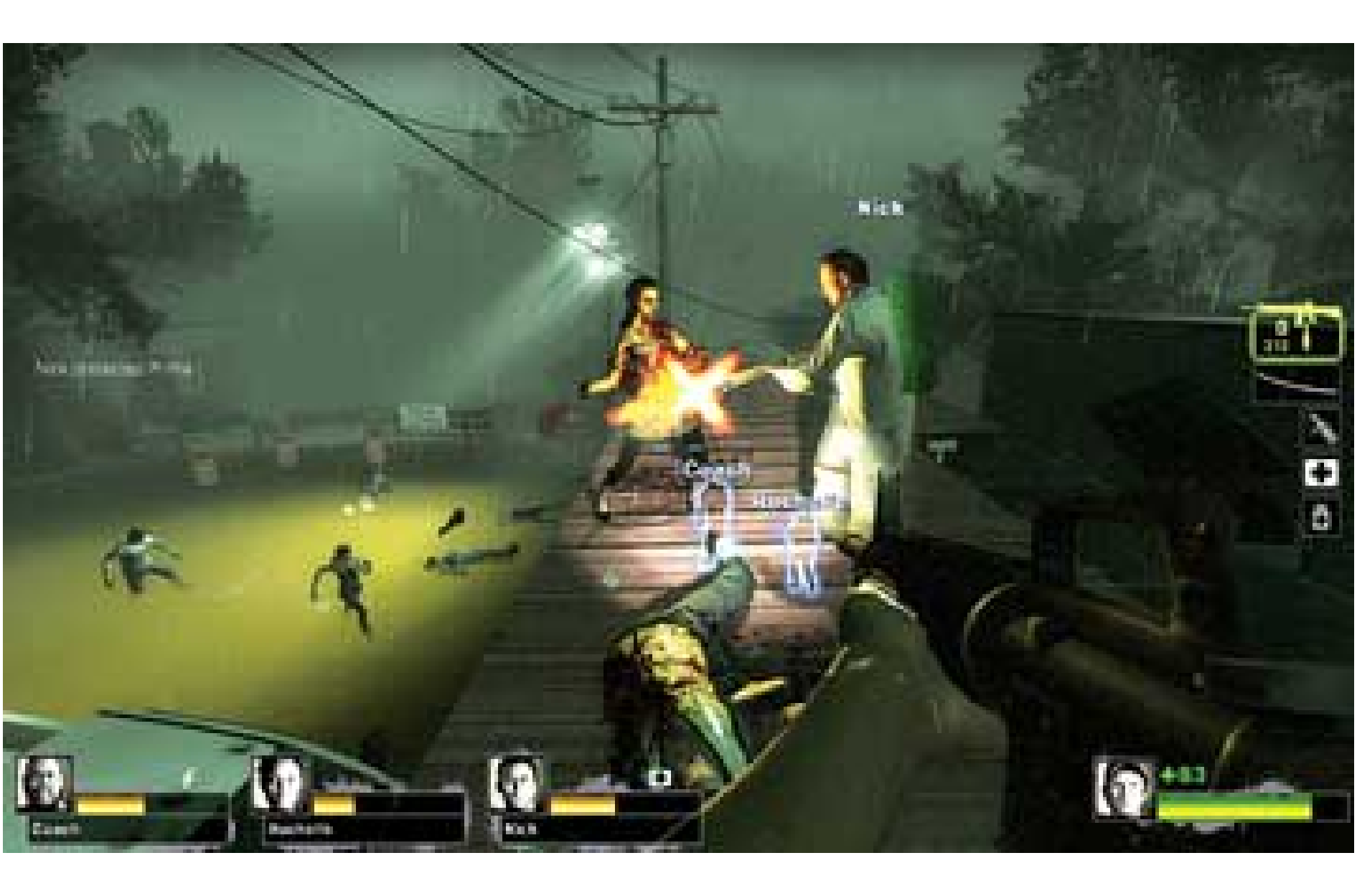
First, however, you need to know where additional supplies are located. There are all the items you (should have) left on the dining tables and counter, along with a First Aid Station at the back-right of the eatery, near the rear exit.

Access points are numerous: the rear exit, windows on two sides, two doorways on one side (picture 2), and a hole in the roof. Both your team and the Infected use these entrances, which makes this place very difficult to secure for more than a few seconds at a time.



Up Top and Exposed

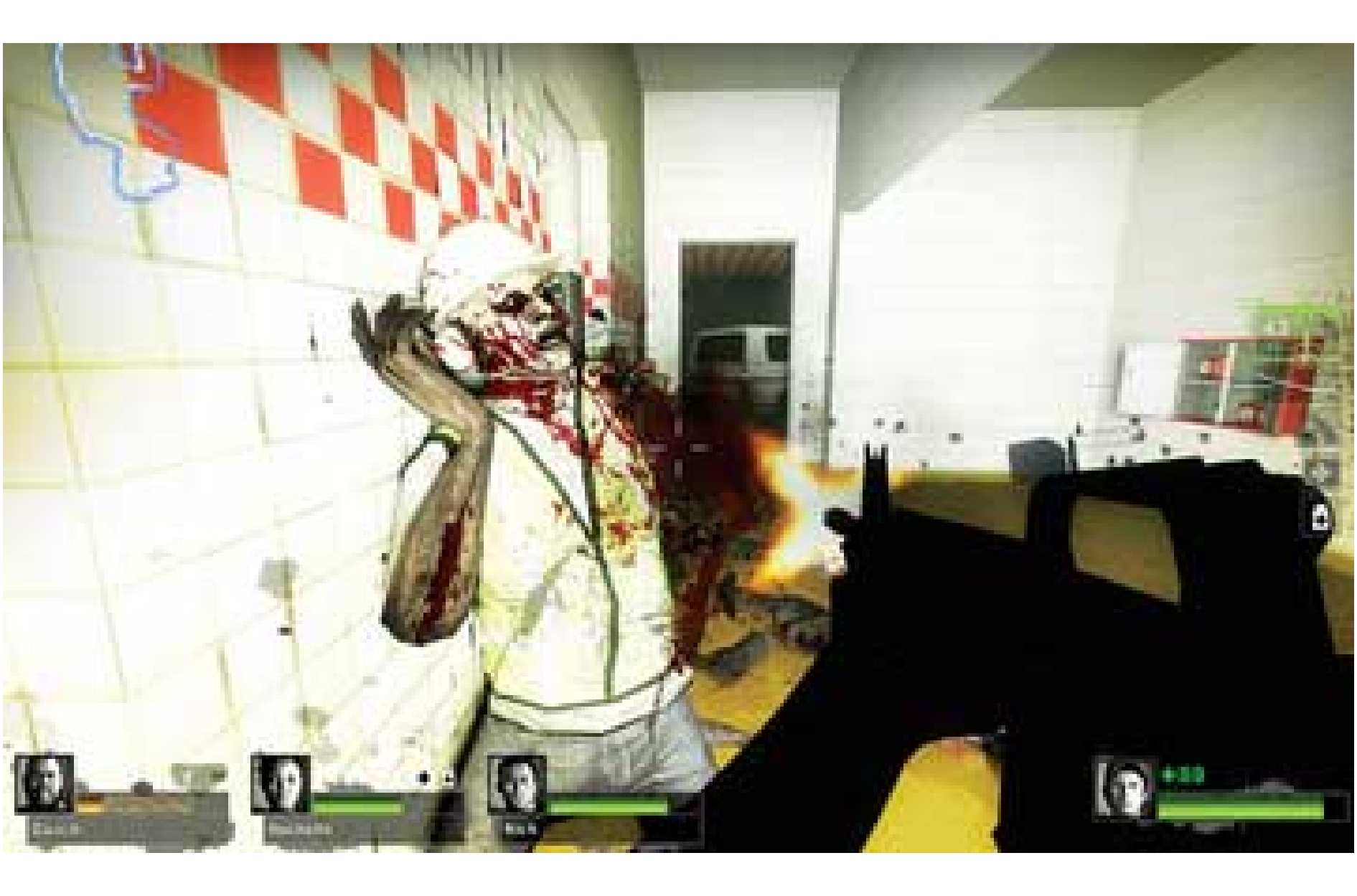
Perhaps you're intending on digging in on the roof (picture 3)? While usually a reasonable plan, this isn't quite as safe as remaining inside the building, although you need to weigh the water slowing you down with your exposed position up here.



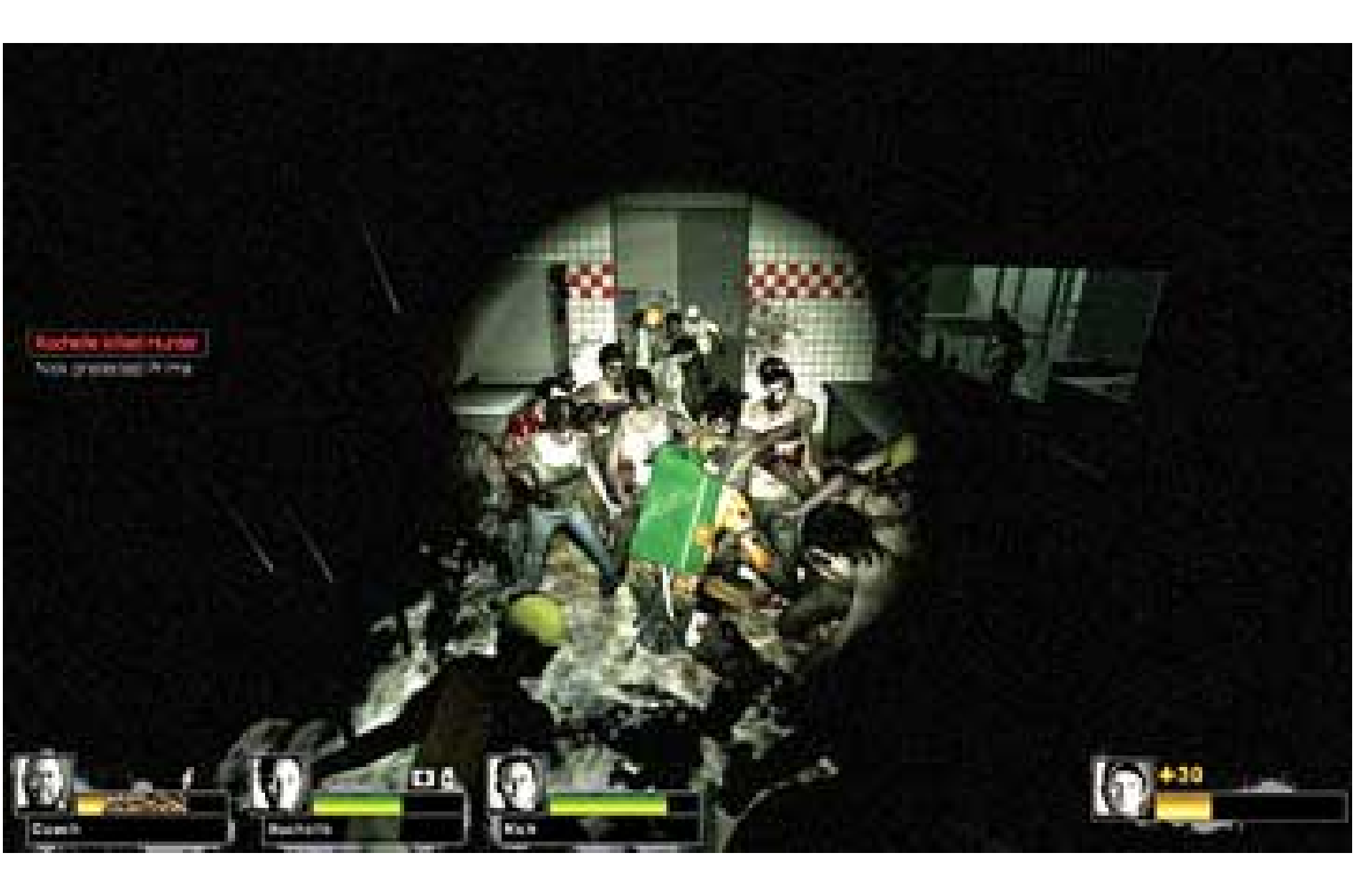
The advantages of being on the roof are that you can see most of the Common Infected coming and they take longer to arrive because they must climb to reach you. The disadvantages: you are a sitting duck for Special Infected, and if a Jockey or Charger wrenches you off the roof, you're much harder to save and put your rescuers in much more danger.

You're also exposed to any squalls, which impede your capabilities compared to hiding out below. You can also try positioning explosive objects (like Propane Tanks) to waylay foes, but the action is just too hectic for this to be effective.

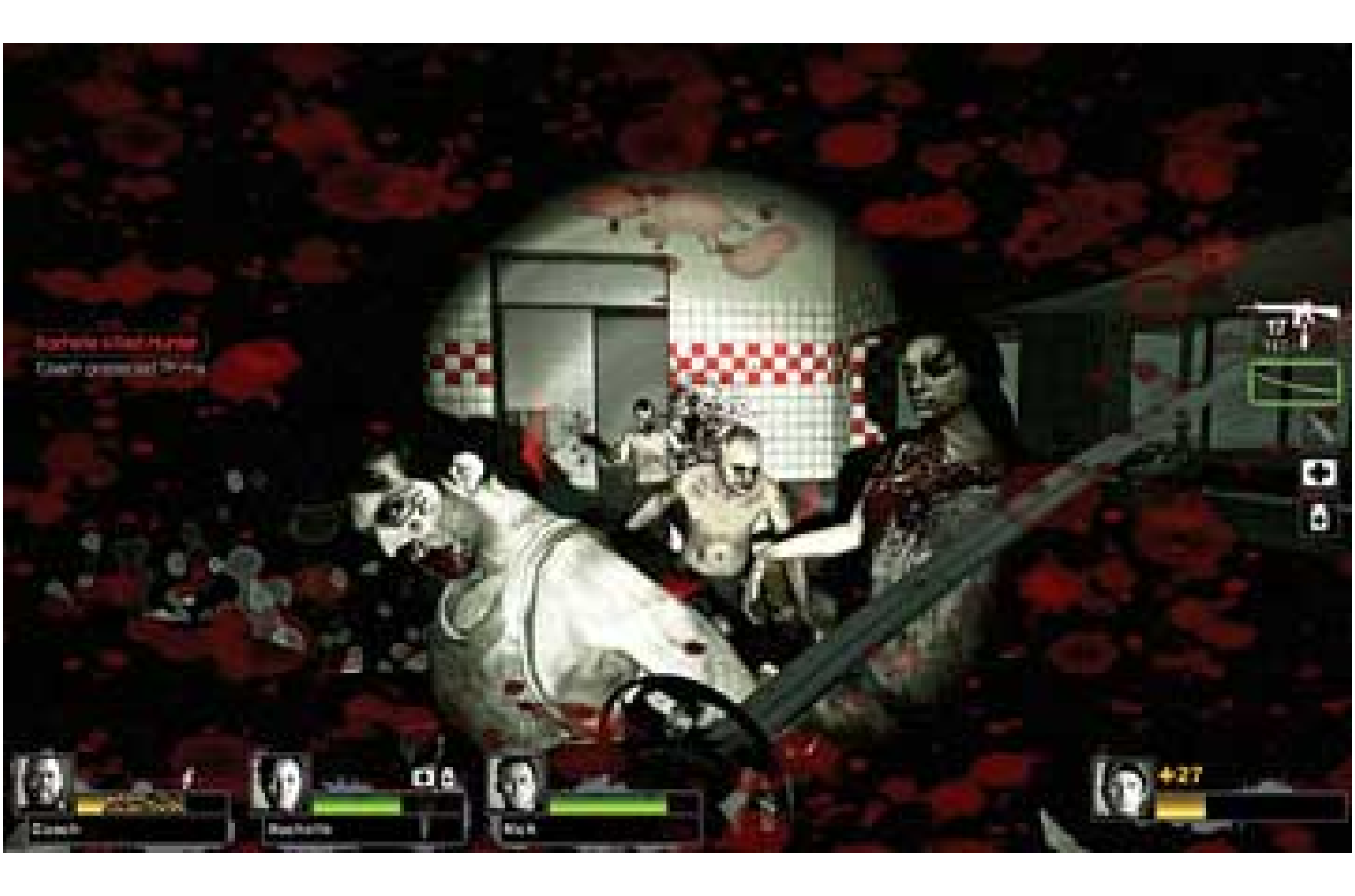
Counter Intelligence



A better (but not foolproof) plan is to congregate downstairs inside the Burger Tank eatery. You're close to each other (for healing or help) and close to Health items and extra weaponry. And the Infected are fighting in an enclosed area, which means that many Special Infected (the Jockey and Charger, for example) are much less effective because they can't easily reach you.



But choosing a location inside is key. Behind the counter is usually the best bet, as you can cover all exits. Position someone at the interior entrance, where they are able to check the rear exit and windows (picture 4) for foes. Have someone facing the side exit next to the red ladder, bracing for intruders.



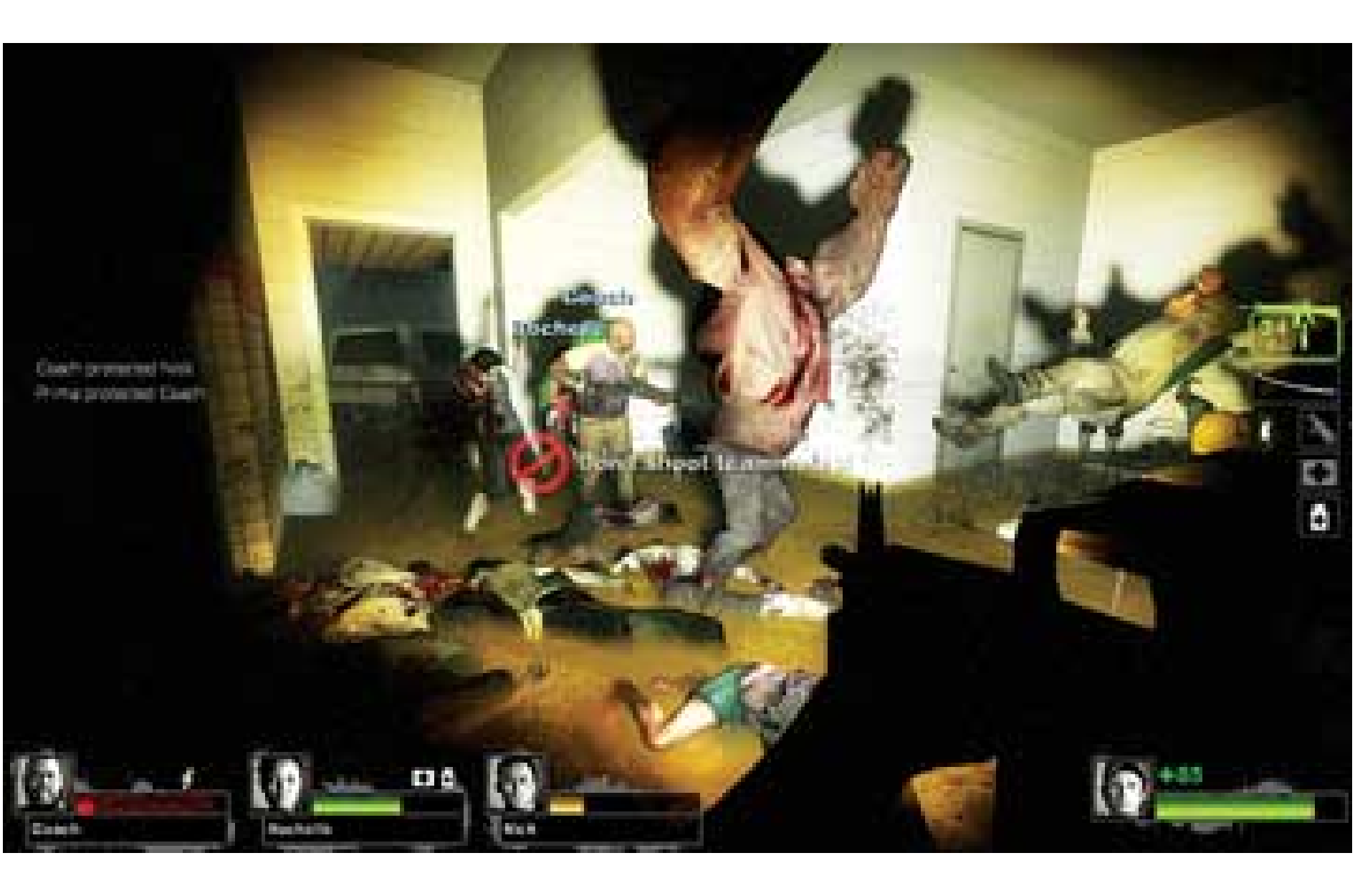
The other two can mill about behind the counter, close enough to grab some items, but protected by (and able to fire through) the counter pass-through and able to back up either guard if the situation dictates it.

This is also a good position to defend from as you have two ways to escape if the situation becomes too crazy (picture 5!). You can move and escape outside into the dining area, out the side entrance, or better yet, up the red ladder to the roof, so you can attack from above and drop in quickly to reassert your Burger Tank dominance! Mainly though, you'll be using a mixture of close-assault firearms and Melee Weapons (picture 6) to strike down attackers.

Burger Tanks

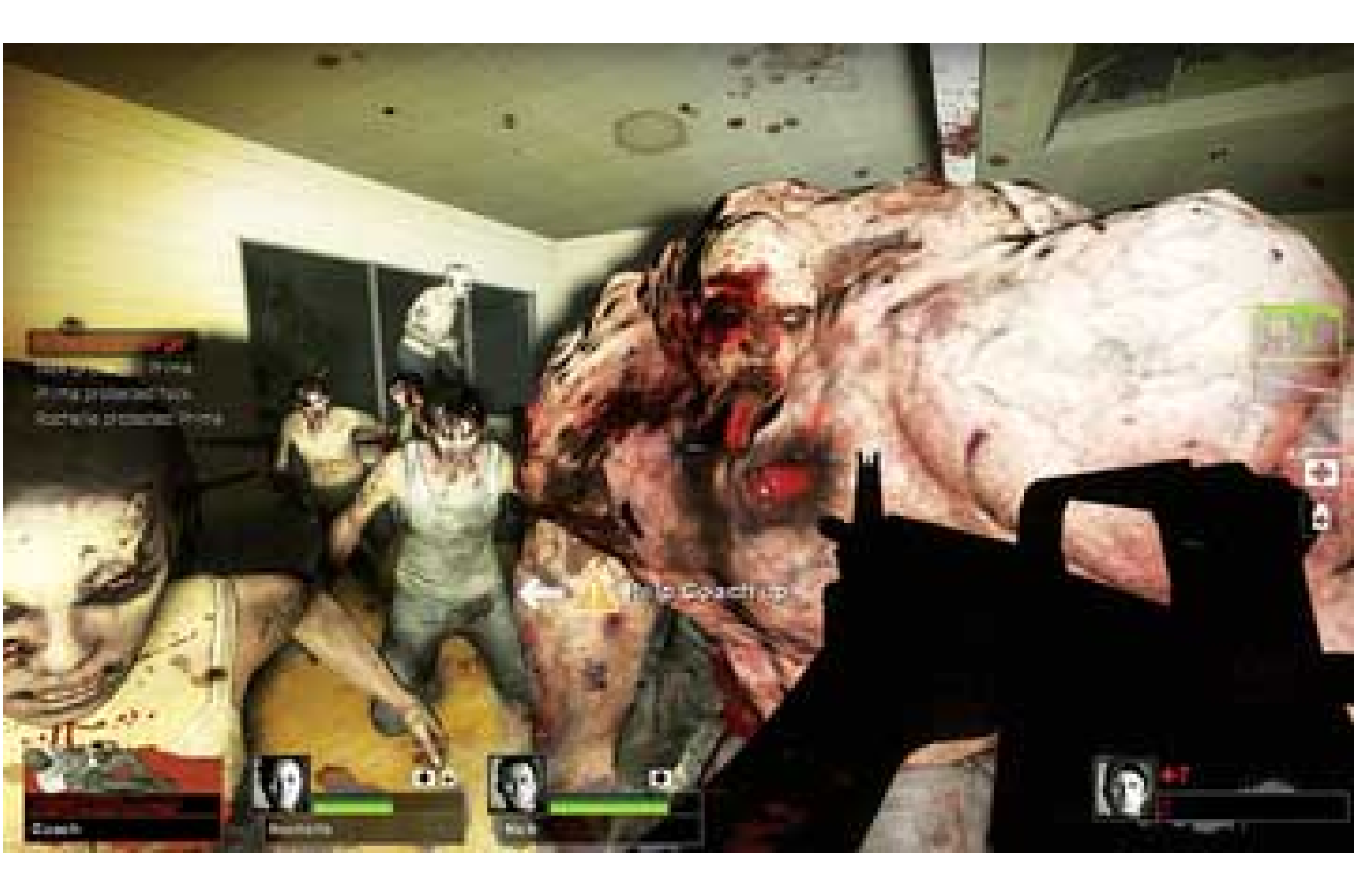
By far the biggest problem you'll face are Tanks (picture 7), and there are likely to be two to takedown before the boat arrives. However, you can make a few tweaks to your defensive posture to increase the chances of all of your team surviving.

First, it isn't wise to waste Pipe Bombs, Molotovs, or Bile Bomb when the Horde of Common Infected are attacking. The "counter intelligence" location described earlier allows you to slay dozens with Melee Weapons, without taking too much damage.



However, when you hear or see a Tank, one predetermined teammate should lob a Pipe Bomb or Bile Bomb away from the action, so the Common Infected disappear, which allows you to freely move about the building and conquer the Tank with a focussed attack.

If this means a well-aimed Molotov, or dashing around the dining tables coaxing the Tank while the others let rip, then do it! This is certainly better than running out of projectile weapons early, and having to face a Tank with a swarm of other Infected—a doomed scenario (picture 8).

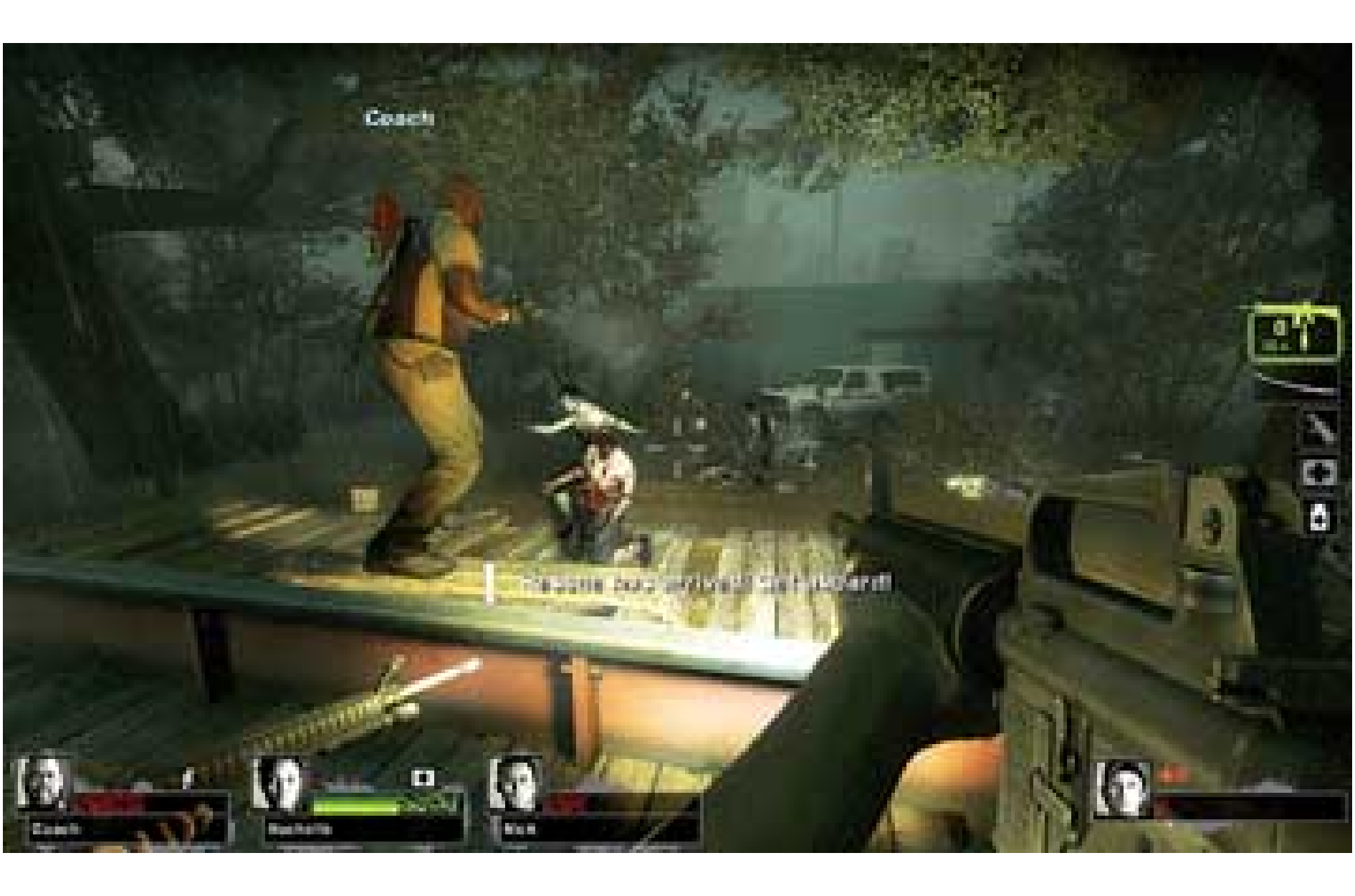


Tip

Be extremely sure you know who on your team still has a Pipe Bomb, Bile Bomb, or Molotov, and ensure that they're ready to use the explosive when the mighty Tank makes an appearance!

Caution

Heading out the back near the river isn't a good idea. You're more exposed to Special Infected there, and a Tank wallop can send you into the river with a single strike, killing you.



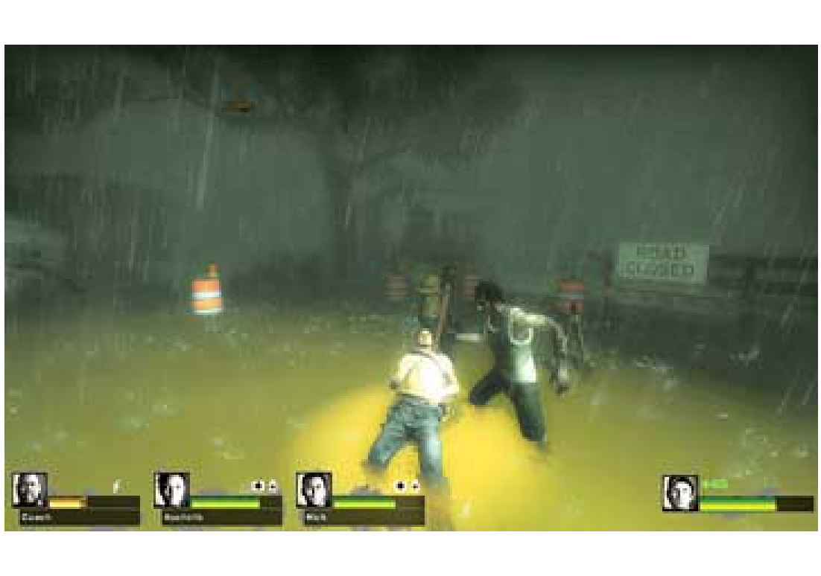
With competence, a team that sticks together and knows the exits of the Burger Tank building can prevail. After the second Tank appears, listen for Virgil's boat horn, or watch for visual cues, and then head out toward the river the moment the Lagniappe appears.

There's still a chance that a Charger or Jockey can steer you into the river, so be on your guard and leap on deck (picture 9). Flee this horrific place and head for a more populated area. That's sure to be safer, right?

Effective Infected

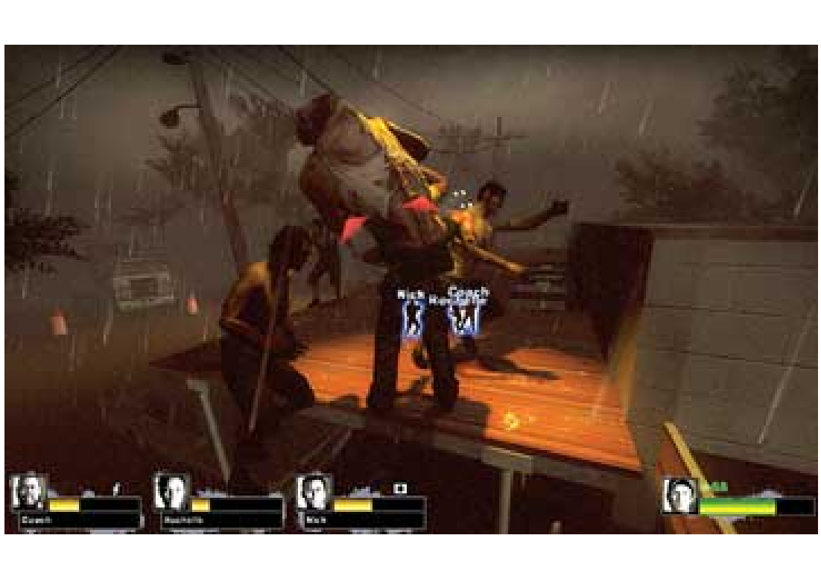
The Special Infected have key roles to play during this, the Survivors' last stand. Many of the plans utilized during the attack at the plantation mansion during Swamp Fever can be reused here, too.

First, the atmospheric conditions are perfect to annoy and bewilder your foes. When the Survivors are wading through First Street, lurk in the shadows, and grab a straggler (picture 1); this can spell doom for the humans as they slowly hack through Common Infected to rescue the victim. This plan of targeting a straggler and moving them as far away from the humans' defensive position as possible is your main task.

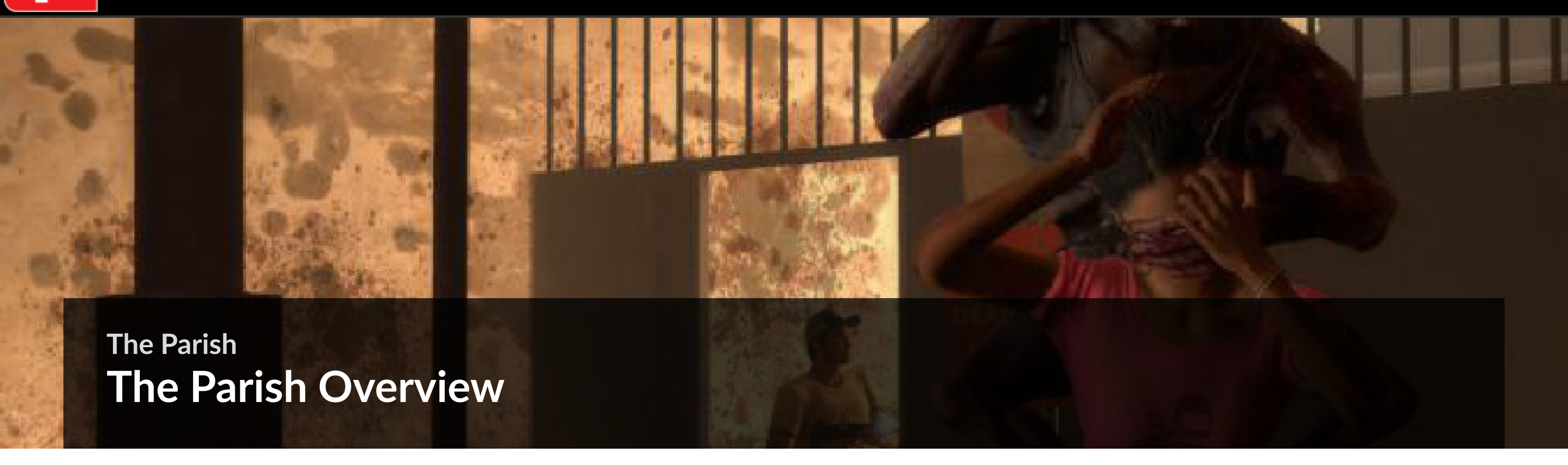


Are the foes on the roof? Excellent! They're much easier targets there. You can leap or steer (picture 2) them away from the action to an area where their friends can't easily rescue them.

You're almost invisible when positioned around the roof, too, which makes your attacks all the more potent. If you can get your Infected brethren to provide a distracting Bile Bomb explosion or charge through the Burger Tank interior, you can attack with impunity.



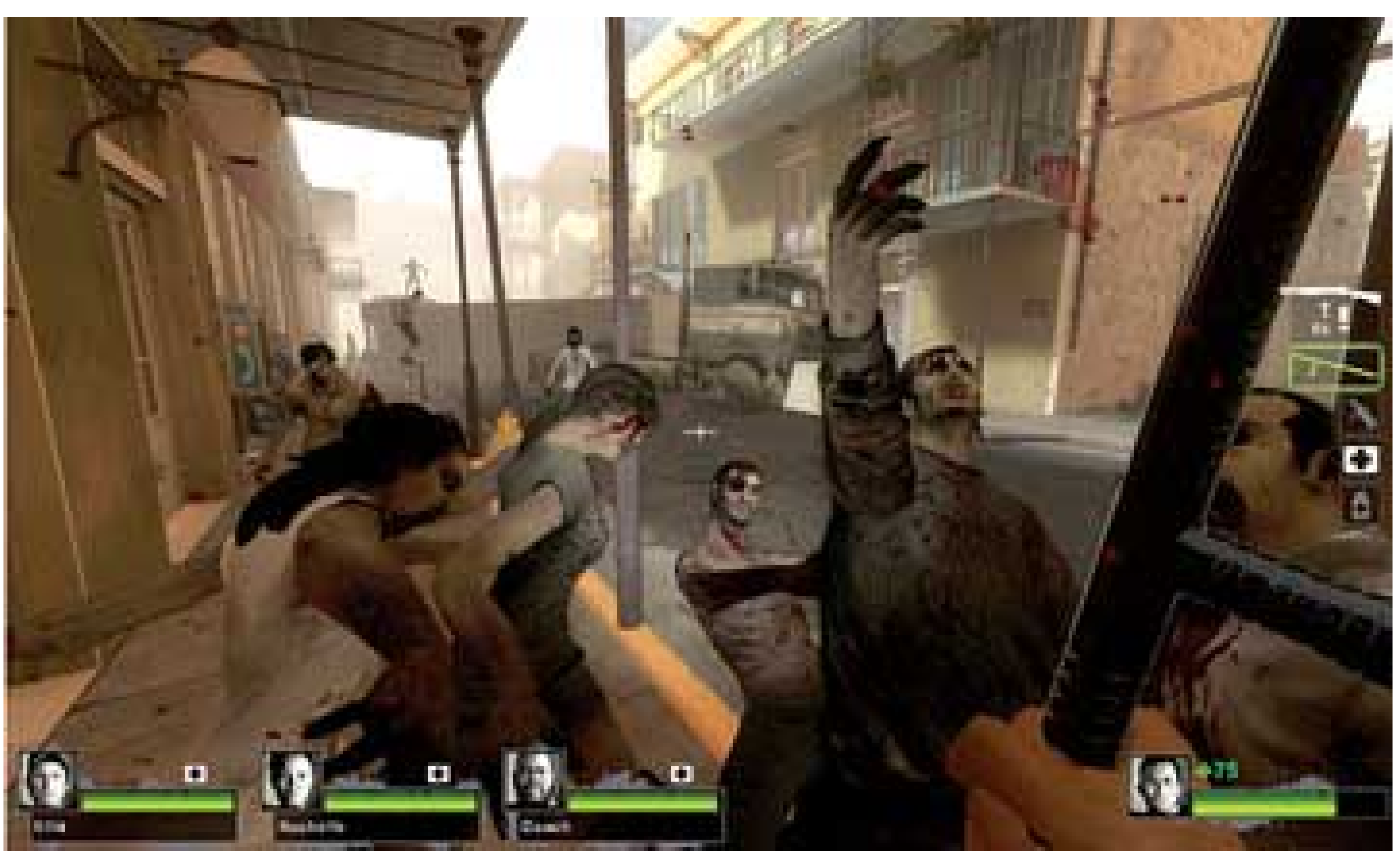
It goes without saying that maximizing your attacks with other Infected is another key to defeating the team of humans before the boat arrives. Launch strikes when the Horde is large, or when a Tank appears, so your foes are dealing with multiple menaces at the same time. When it comes time to leave out the back, Spitter vomit, ambushes in the bushes, and charging humans into the water are all recommended tactics. They must not live!



The Parish

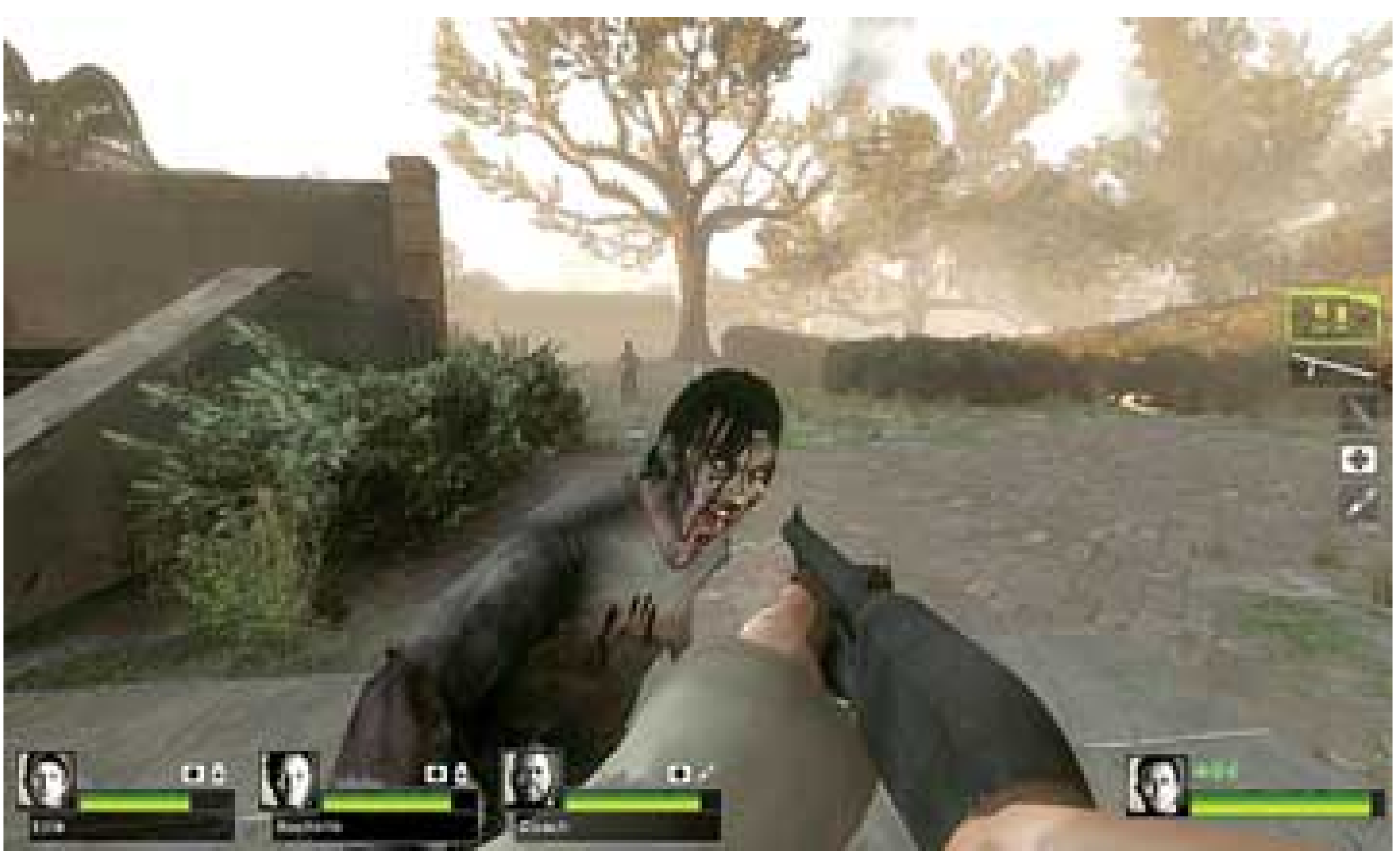
The Parish Overview

Stage 1: Waterfront



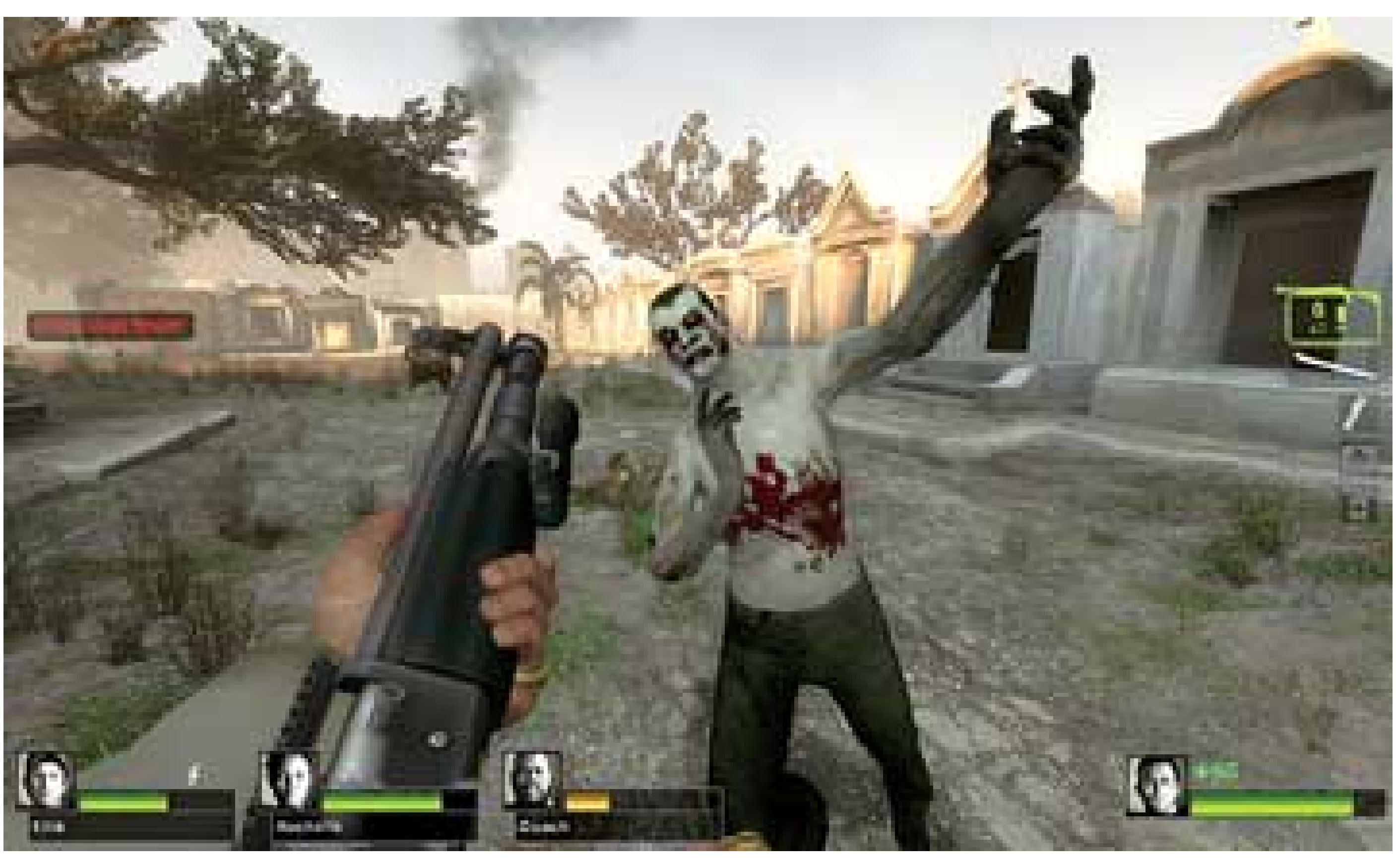
Virgil heads off to help others, while you fend for yourselves. Coach is sure there's an evacuation point at the bridge. Unfortunately, you're at the Waterfront, so battle through husks of historic buildings and seek solace in the voodoo shop.

Stage 2: Park



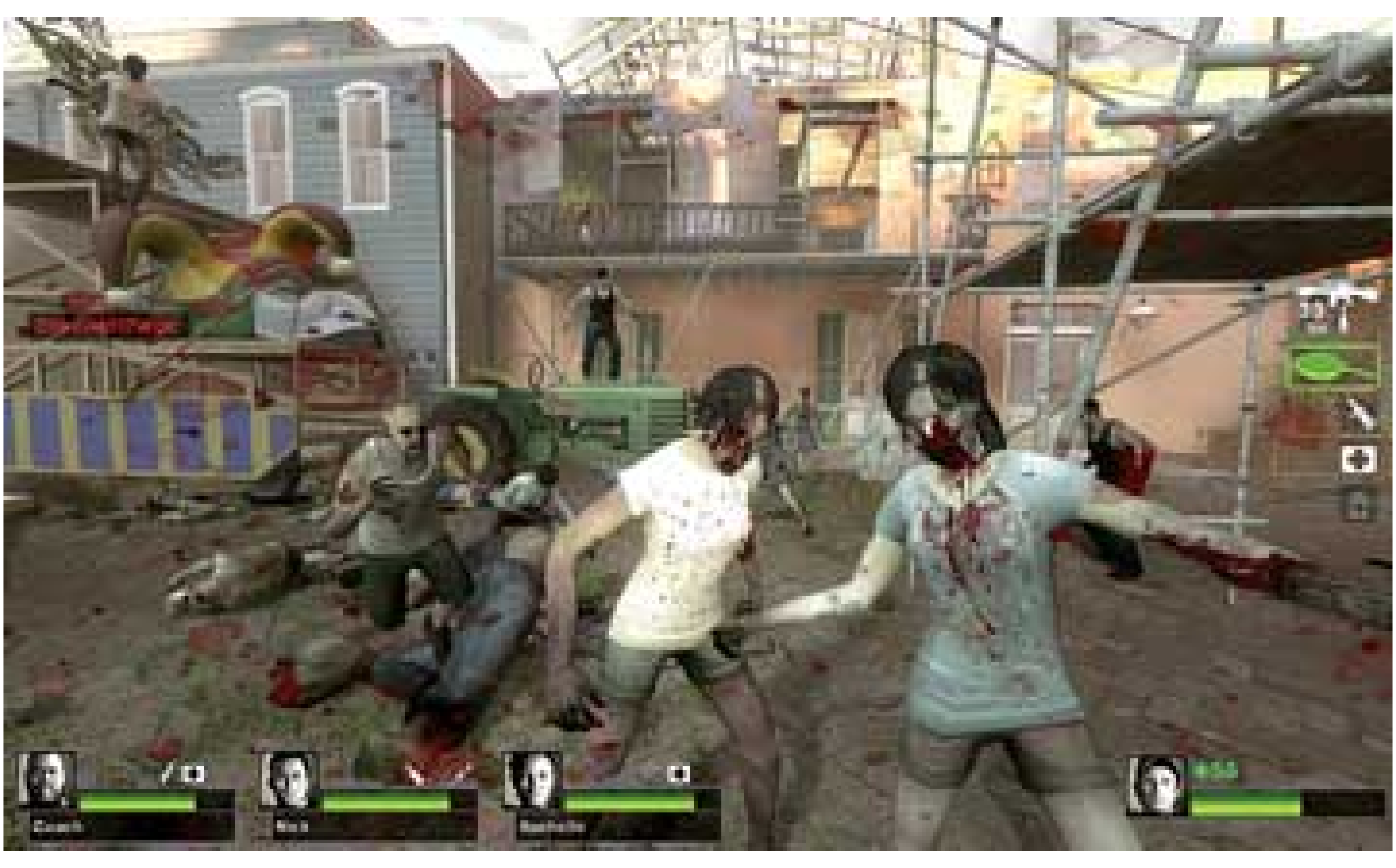
An ornate hedgerow maze finishes off this park, with its riderless horse statue. There's little time to gaze at the topiary; press on to the site of an almighty massacre, a bus depot where innocent blood was spilled. Make sure yours isn't added to the mix.

Stage 3: Cemetery



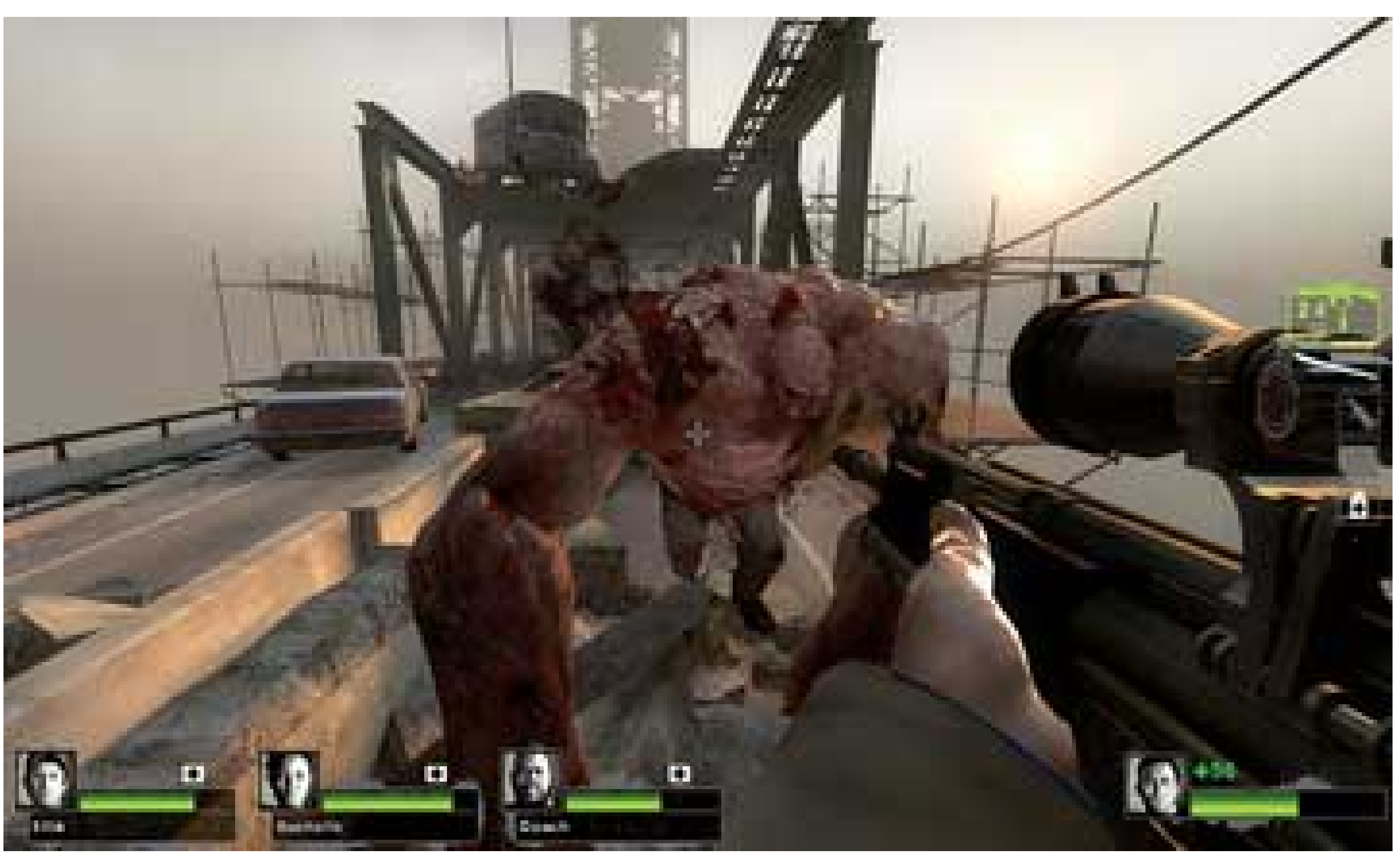
You start under the freeway and press on through a labyrinth of urban streets and homes. Silent impound lot navigation is essential so that you can reach the cemetery itself, which houses the only dead folk that won't be baying for your blood.

Stage 4: Quarter



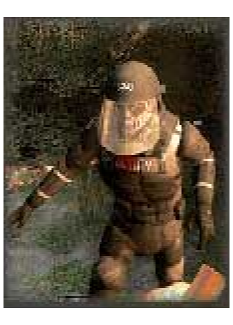
A historic maze of alleyways, laid-back speakeasies, courtyards and clubs, this is now a terrifying gauntlet to run. Kick-start a tractor. Kick off inside the Jazz Club. Kick out the Infected inside Gator's place, before you reach the final mile.

Stage 5: Bridge



Crossing the last mile won't be easy, as the military helicopter waiting to take you to freedom is at the other side of the river. Coach can't swim, so you're forced to take your chances by crossing the remains of a massive bridge.

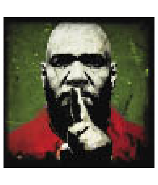
Uncommon Infected: Riot Guard



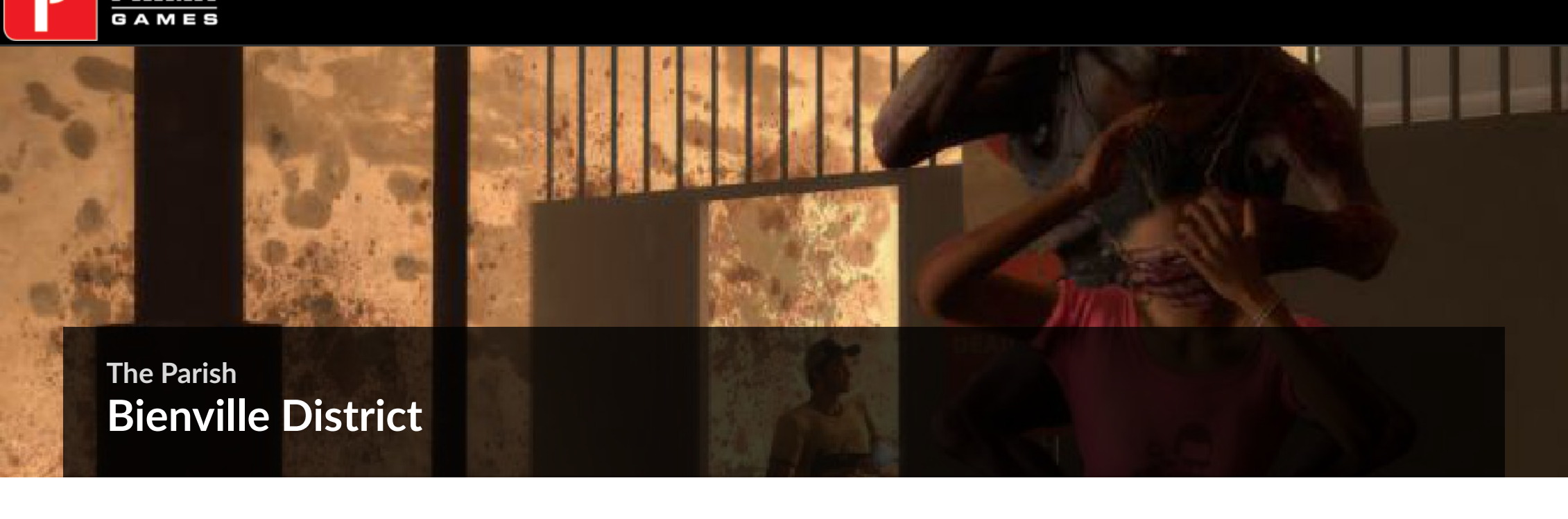
Construction workers driven rabid by viral infections or worse litter the landscape in this township. Noice-muffling head gear covers their ears, so they only react to movement they see. They don't join the throngs when a Pipe Bomb is lobbed, but they are still able to hear car alarms.

Achievements

These Achievements are available during this campaign. For advice on completing them, consult the Appendices section of this guide

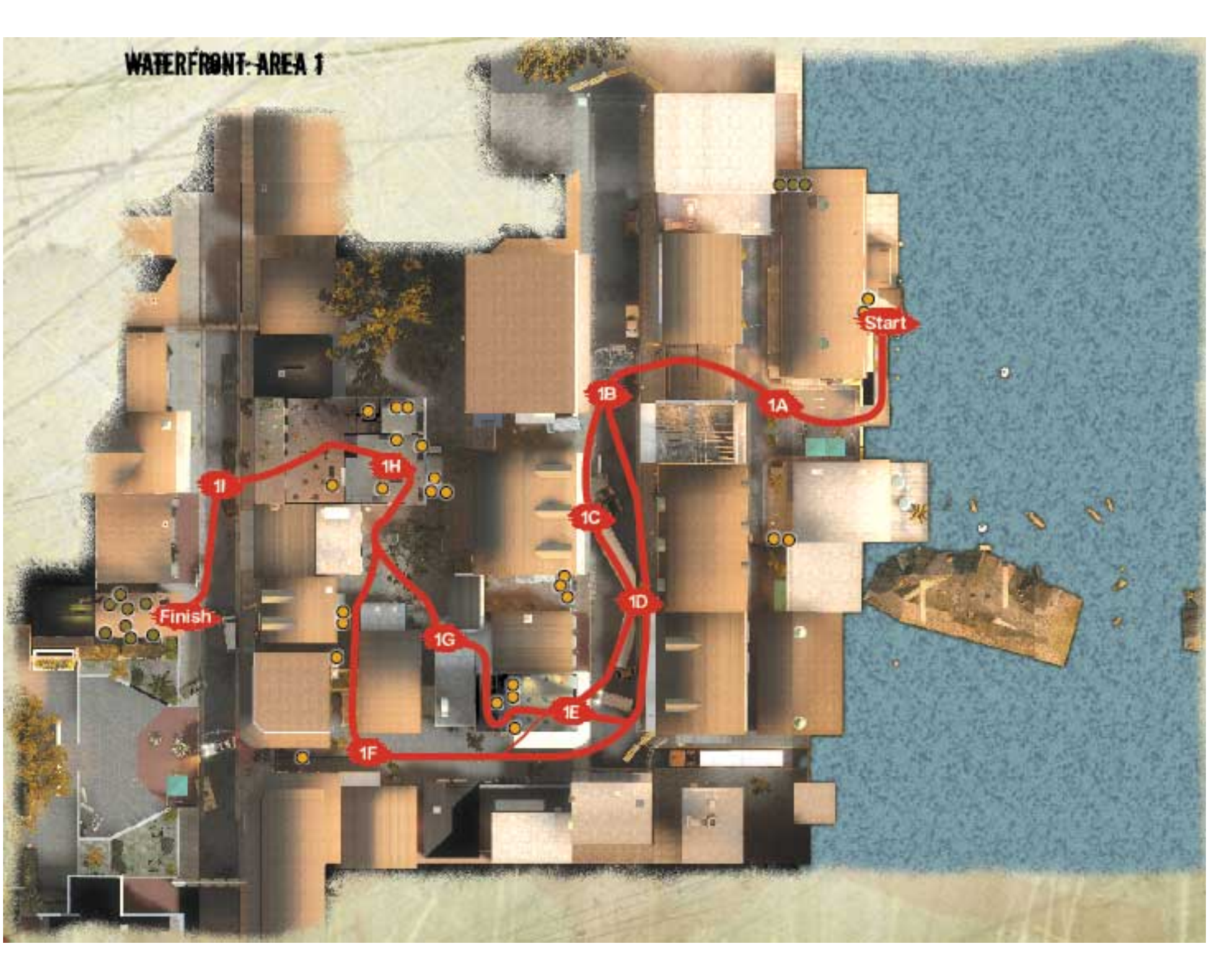
Image	Achievements	Description
	Violence in Silence	Navigate the impound lot and reach the cemetery safe rooom without tripping any alarms.
	Bridge over Trebled Slaughter	Cross the bridge finale in less than three minutes.
	Bridge Burner	Survive the Parish Campaign
	Still Something to Prove*	Survive all campaigns on Expert.
	The Real Deal*	Survive a campaign on Expert Skill with Realism mode enabled
	Confederacy of Crutches*	Finish a Campaign using only melee weapons.

*=Requires completion of this campaign, plus additional tasks.



The Parish

Bienville District



A.I. Director's Cut

Vehicles parked throughout this area may be alarmed, so look for warning information and avoid them accordingly. In addition, the route through the corner bar (1E) may be accessible or blocked.

Bienvenue à Bienville : Waterfront Overview

Welcome to the Bienville District! This historical section of the city has seen better days, but still holds a feeling of grandeur. After disembarking from Virgil's boat, you take a trip through an evacuation wharf, and into a main historic street now jammed with jack-knifed trucks and the walking undead.

Head into a bar to spill some more zombie claret, then gain entrance into an interior courtyard that leads into the kitchens of a once-swanky, now-ruined cafe. After a final fracas with the Infected, you must seek out the voodoo store where your Safe Room is, all the while staying away from those alarmed cars.

+ This section of The Parish is relatively compact, which means you can try out different tactics without too many problems and then use them on later stages.

+ You have the leisure of attacking and learning how to kill the Riot Guard Uncommon Infected. Melee Strike to spin, then finish him!

+ If you know the route to take, this particular stage can be completed easily and quickly. Be sure to check whether the back of the bar is open, though!

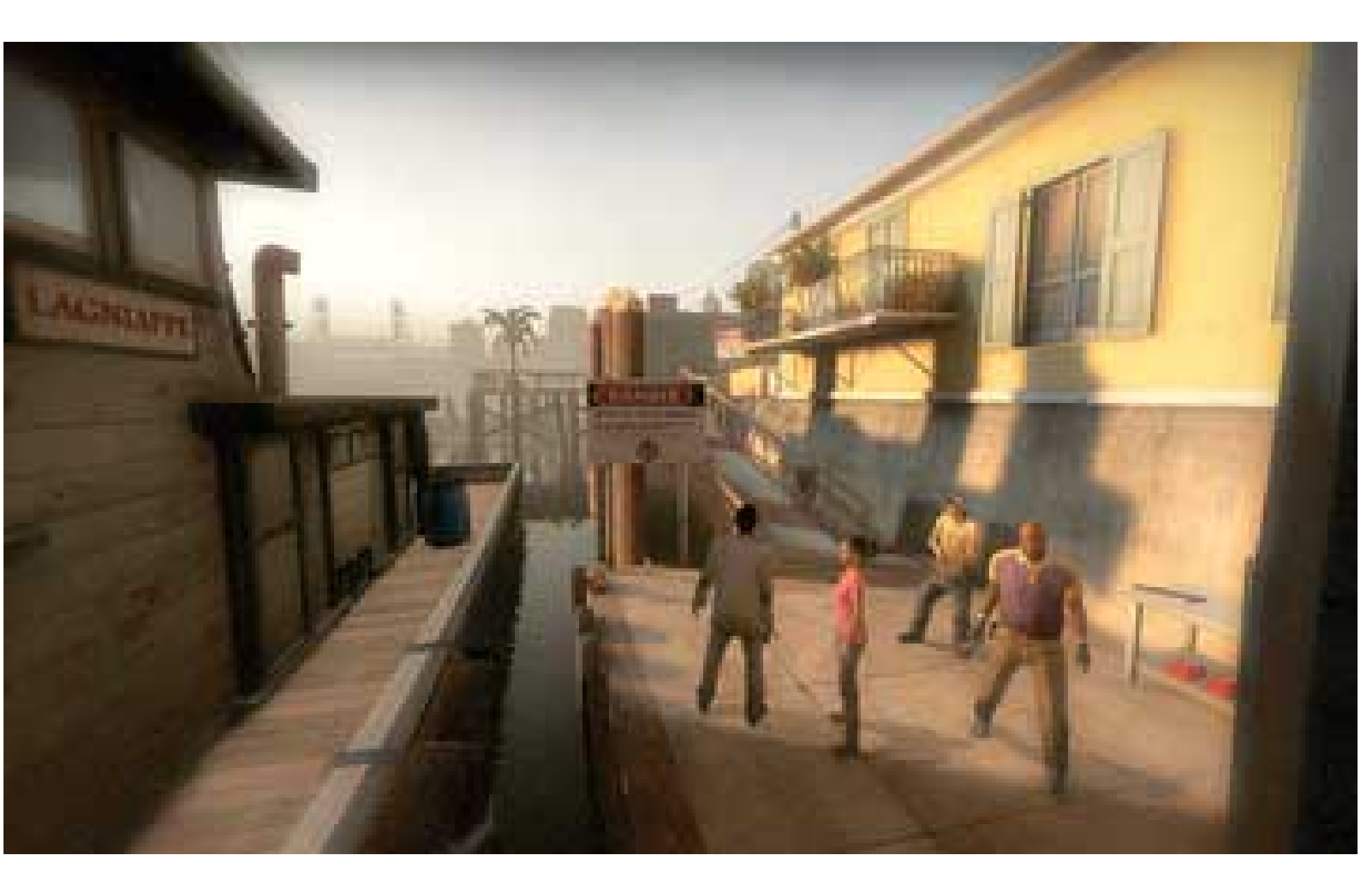
- Beware of alarmed cars because when the alarms sound, a Horde is alerted. Special Infected try to nudge you into these vehicles!

- There are places such as upper balconies and rooftops where you can't tread, but Special Infected can, so look all around you for safety.

- This section of town is extremely compact, which makes ambushes by Special Infected easily achieved. Stay together and take any/all one-way leaps at the same time.

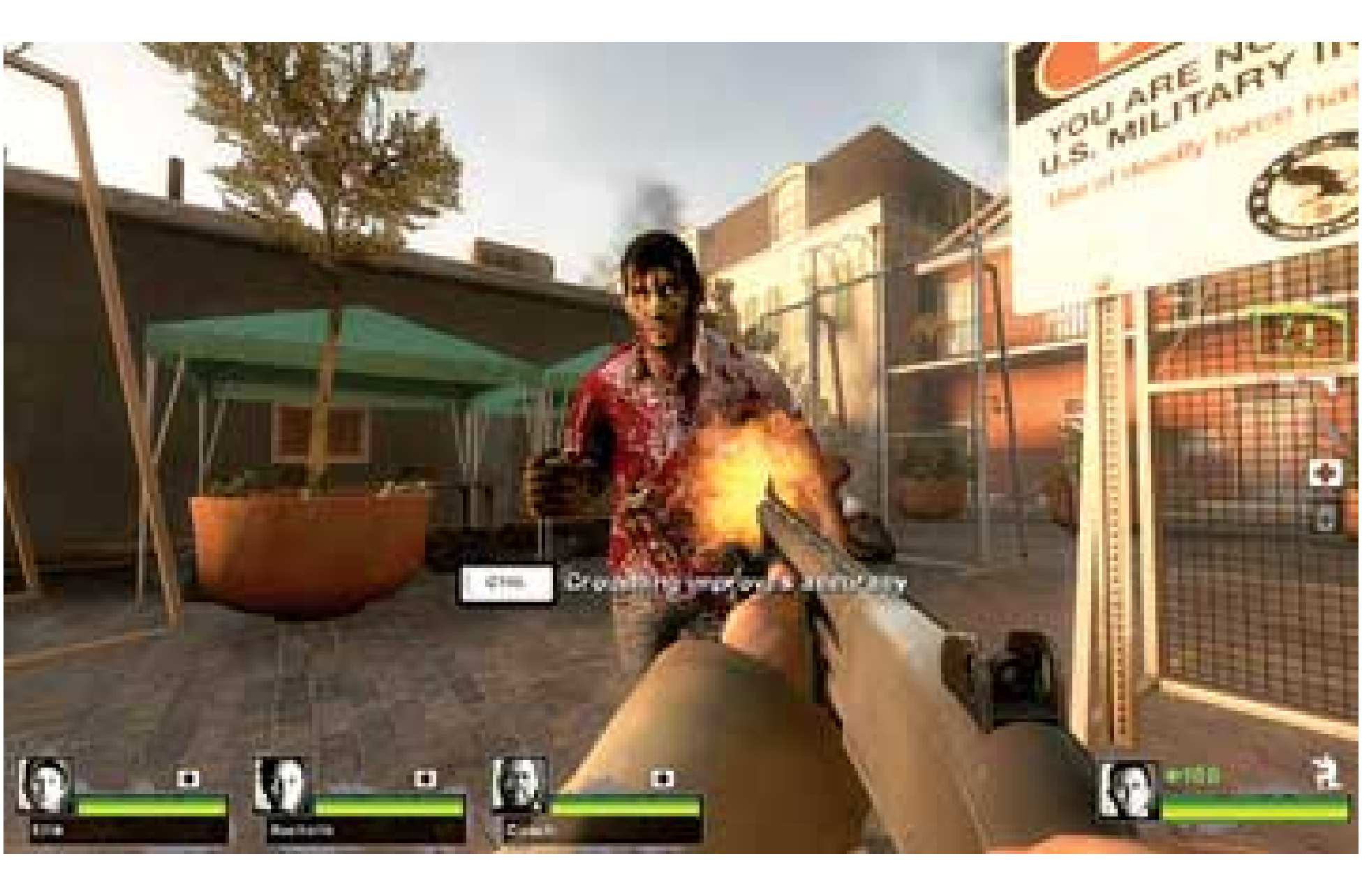
Evacuation Wharf

You say your good-byes to Virgil (picture 1) and should grab whatever armaments and items you want from the wooden table. Be sure everyone gets a First Aid Kit. Then whoever is armed with the weapon designed to cause damage from the closest range should take the lead, moving up the wharf ramp and through an open section of razor-wire fencing used during a past evacuation.



Start

Move through the fencing, testing out your offensive capabilities on anything that charges your way (picture 2). Step between the plant pots, and check the alleyway left and right of you. You may run into a Riot Guard at this point, as well as a Special Infected or two.



1A

Check both ends of the alleyway out (mainly for items) and then head through the doorway under the sign marked "Waterfront Market," to the right of the building with the roof on fire.

Tip

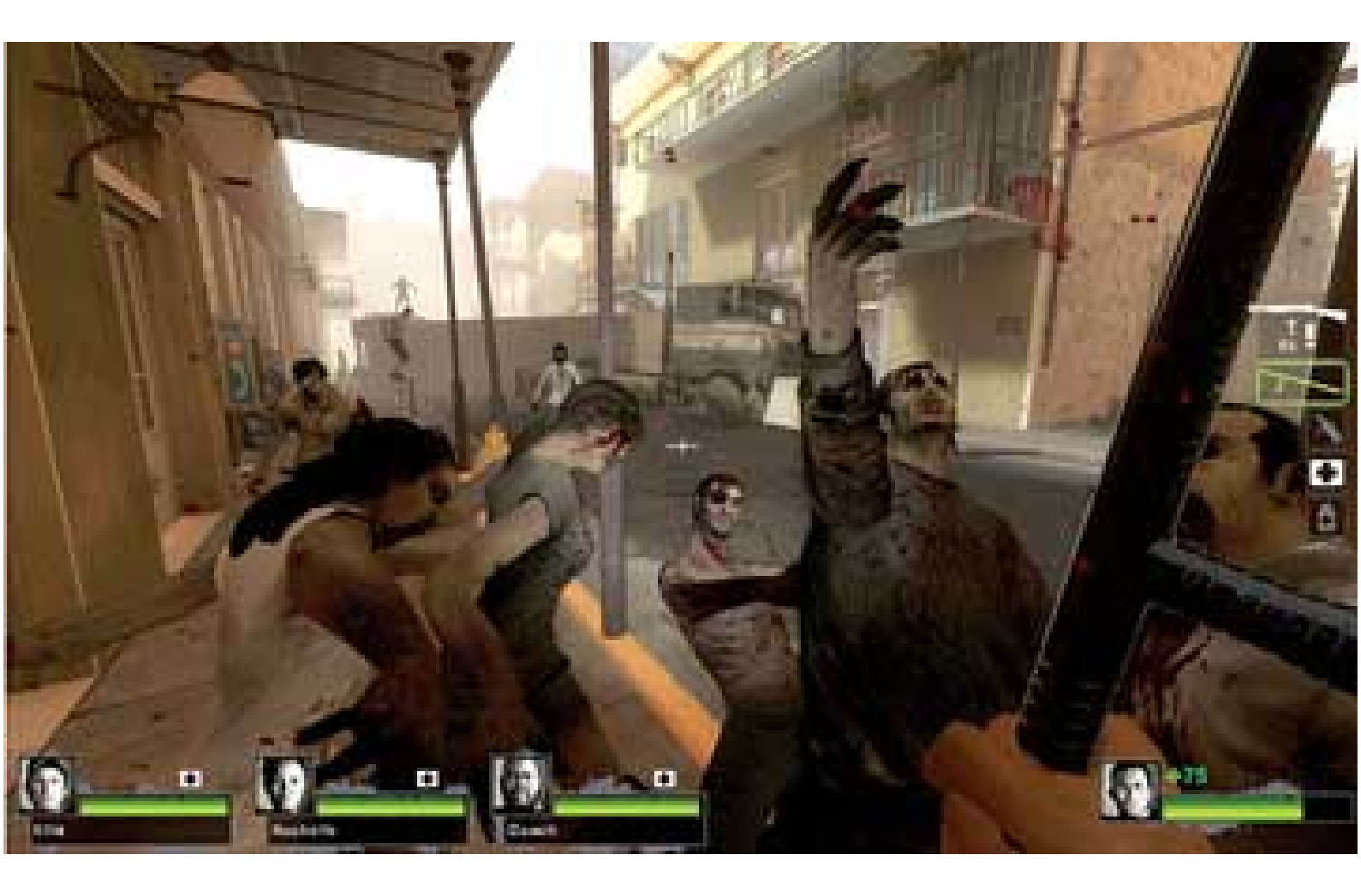
Throughout this area, you are working your way through enclosed city streets, alleyways, and tight spaces, and a particular method of tactical moving is recommended: First, your teammate on point should always be checking the path ahead, focusing on enemies at close range, and exploring the pathways.

One or two more players should back up the first, blasting enemies to the sides, or any the point player doesn't see. These players should also scan the sides, walls, balconies, and rooftops for foes seeking to outflank your team.

Finally, the remaining one or two players should provide longer-range backup, focusing on sniping foes in the distance, but always ready to blast foes heading toward you from behind. Good verbal communication is also key, as is instant help whenever a friend is struck by a Special Infected.

Battle on Bienville

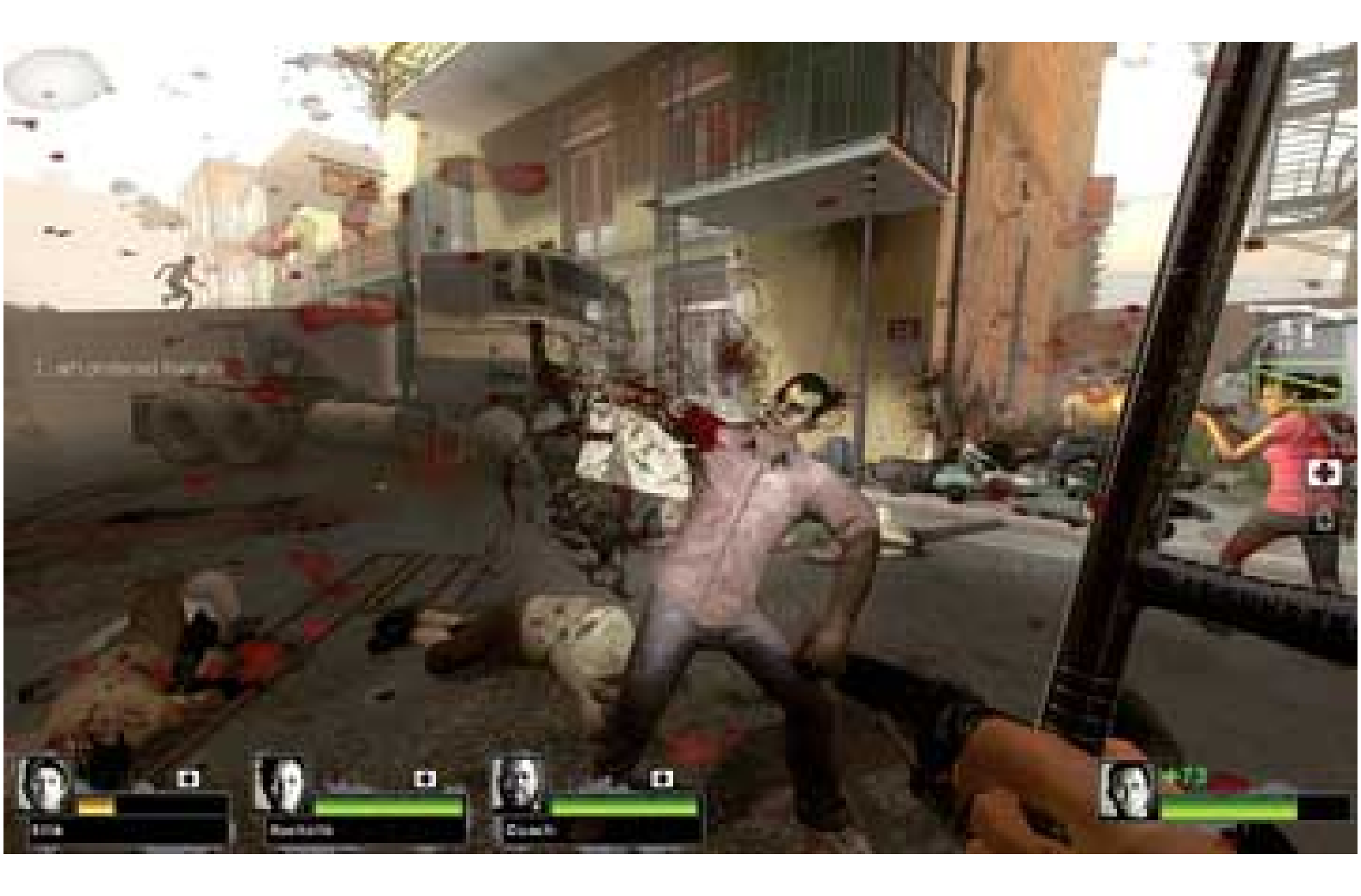
Step into the historic street and inspect the architecture only after you deal with masses of foes that are mainly attacking you on the street itself. You may elect to batter them using a Melee Weapon (picture 1). Note that swarms of Common Infected are a regular occurrence, especially if you hit, stand, or brush up against a car with an alarm.



1B

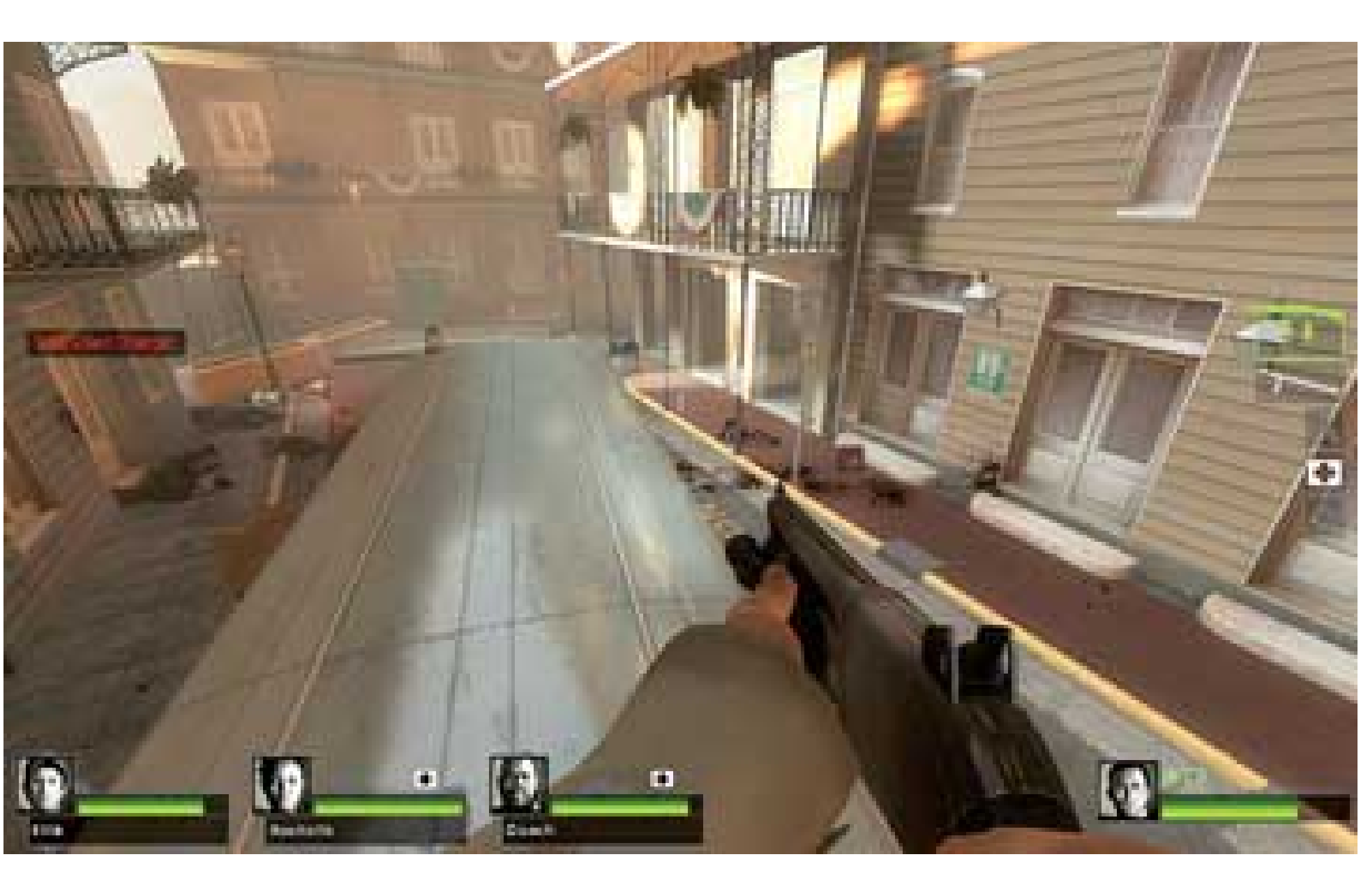
Expect swarms from over nearby walls and dropping down from rooftops. Also a problem are Special Infected: Smokers on balconies, or Chargers pushing along the left side of the street are two examples to watch for.

Battle your way down the street, until you reach the jack-knifed big rig (picture 2). The path splits here, and you can pair up and each pair takes a route, or choose one path to travel together. Step to the right of the big rig cabin, and head up a ramp to a balcony, where you can snipe heads of Infected at the corner bar (Location 1E).



1C

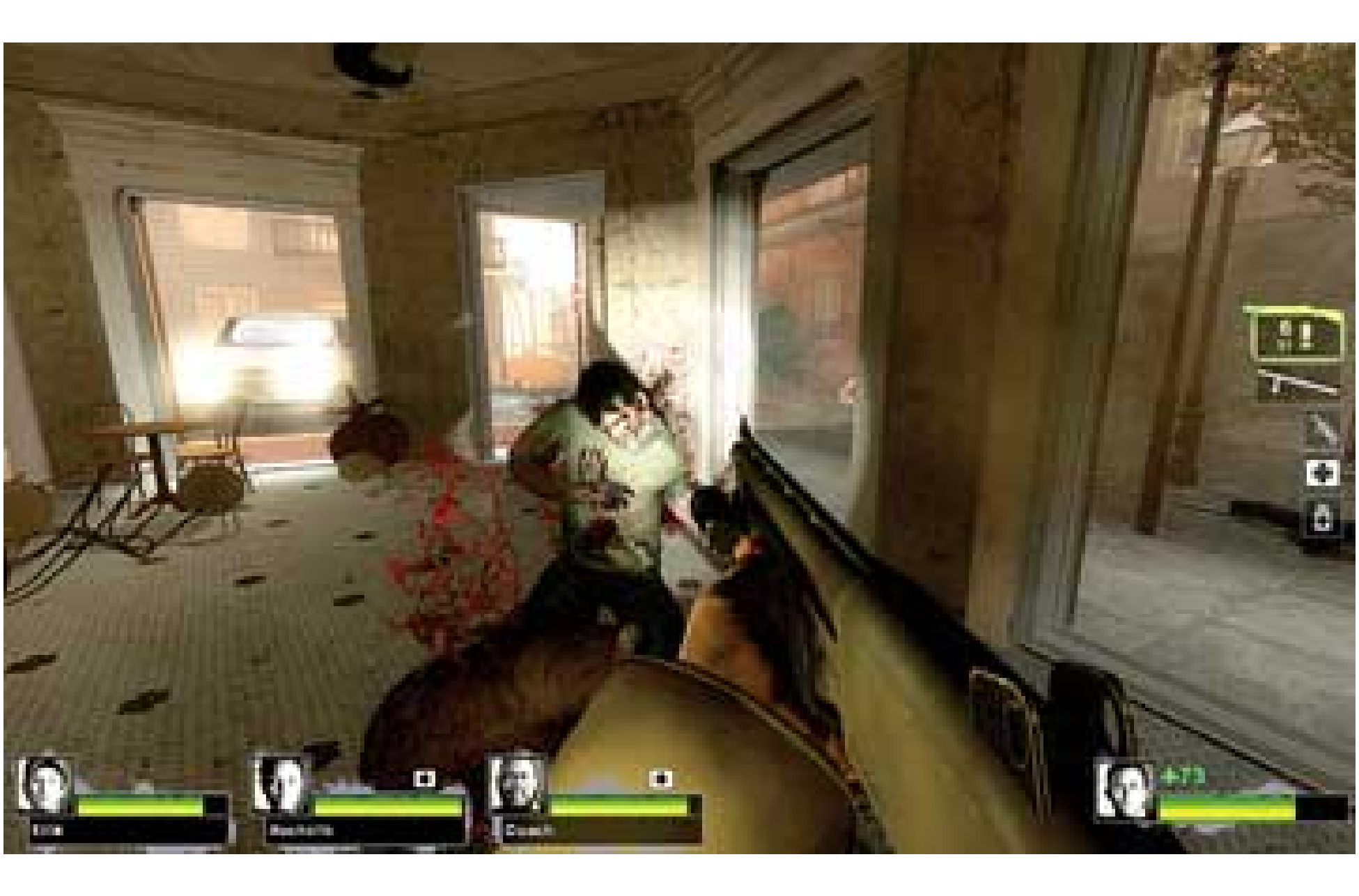
From here you can drop down, or step onto the overturned container and bus to gain a consistent height advantage (the Infected take longer to climb to you, which is goo if there are a lot to kill). Or, you can run along the left side of the street, watching for a swarm of foes or Special Infected due to the narrow gap.



1D

Last Orders

Maneuver to the end of the first street and make a stand at the corner bar, dropping foes outside (picture 1) as long as Special Infected aren't incoming. Quickly push your way into the bar itself, ensuring that you deal with threats all around you (picture 2).



1E

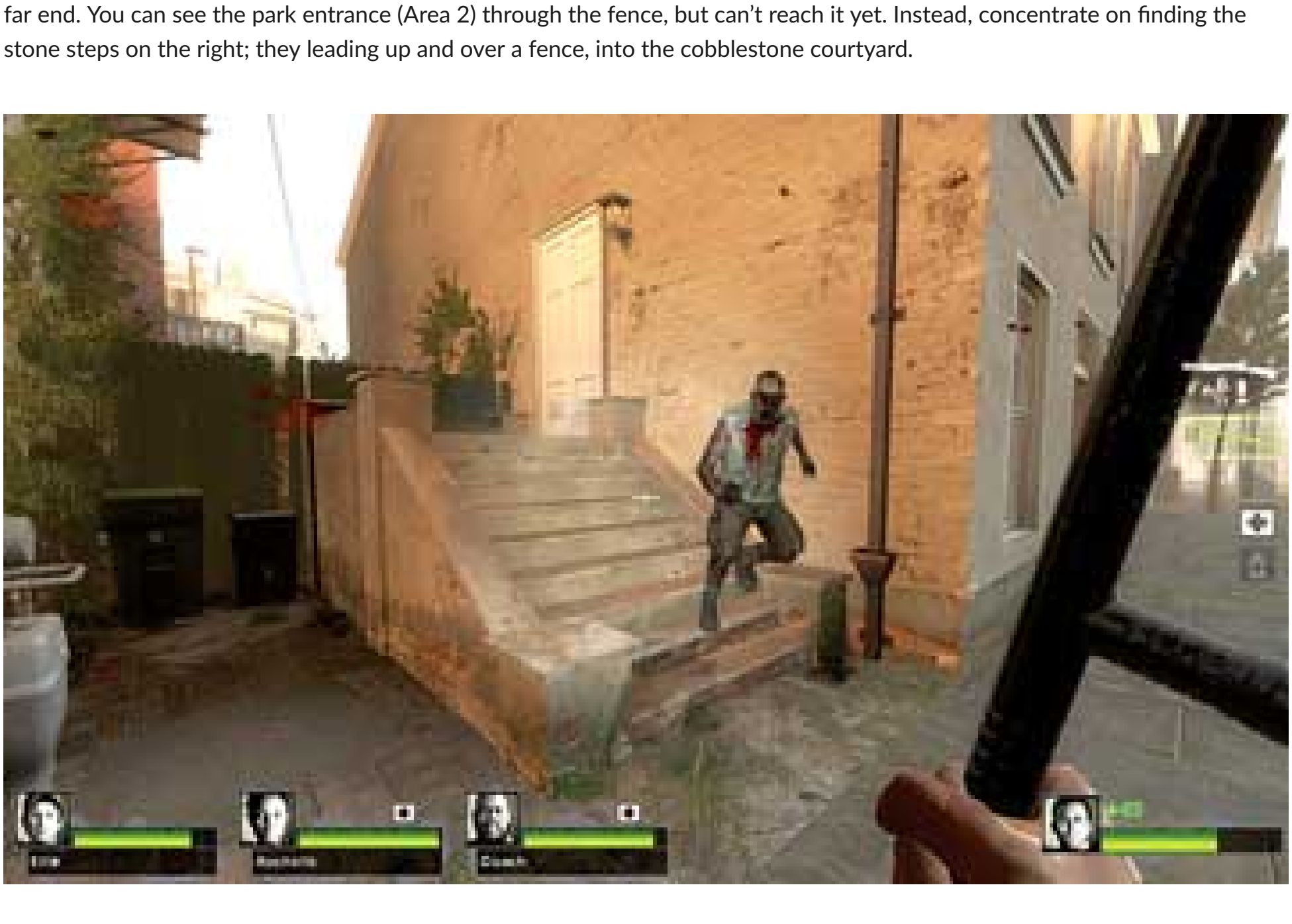
Use the interior to hold out against swarms as the foes are funneled through the broken windows and doorways. Then inspect the premises. You have a choice of routes now, depending on the Director.

A.I. Director's Cut

The route through the corner bar (1E) may be accessible or blocked, so check behind the counter. If the door is boarded up, you must continue down the street. If it isn't, continue into the bar's back storage room, grab any items you need, and exit into the cobblestone courtyard (1G).

On the Fence

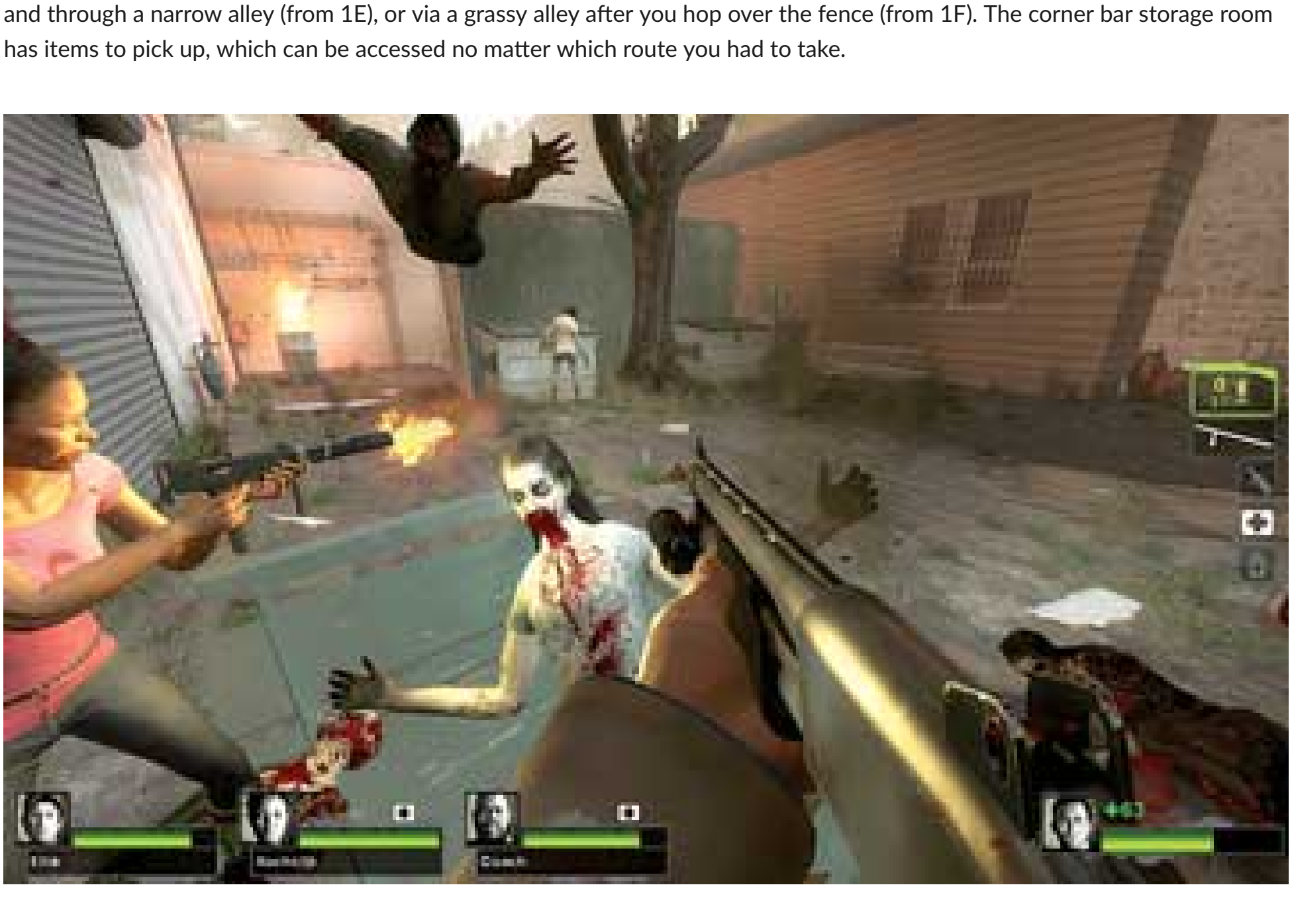
If the bar door is blocked, move around the corner and into the next street, and then head toward the razor-wire fencing at the far end. You can see the park entrance (Area 2) through the fence, but can't reach it yet. Instead, concentrate on finding the stone steps on the right; they leading up and over a fence, into the cobblestone courtyard.



1F

Cobblestone Courtyard

This courtyard with scattered refuse and a single tree is accessed from two directions: via the rear entrance to the corner bar and through a narrow alley (from 1E), or via a grassy alley after you hop over the fence (from 1F). The corner bar storage room has items to pick up, which can be accessed no matter which route you had to take.



1G

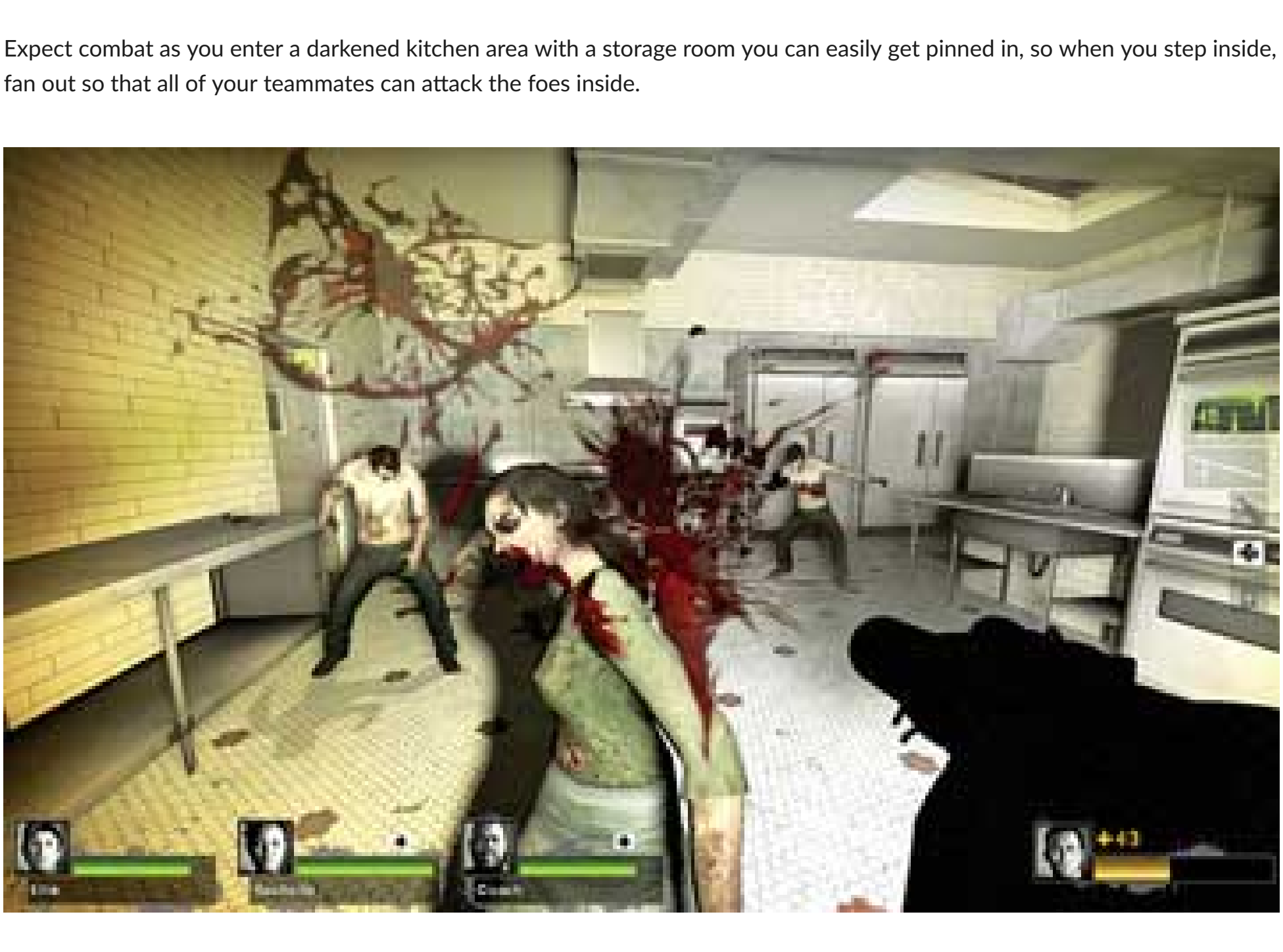
However, concentrate on the foes in the courtyard itself. There may be a Witch wandering about, as well as Special Infected (such as the leaping Hunter, shown). Move along the left wall to the flaming barrel and enter the doorway to the restaurant kitchens (1H). Before you enter, you can optionally check the white truck container for items around the corner beyond the doorway.

Tip

Lost and forlorn? Don't be. Lead your team into the light! Throughout the campaigns, floodlights, lit bulbs, and (in this case) flaming barrels hint that you're heading in the correct direction.

Carnage in the Kitchens

Expect combat as you enter a darkened kitchen area with a storage room you can easily get pinned in, so when you step inside, fan out so that all of your teammates can attack the foes inside.

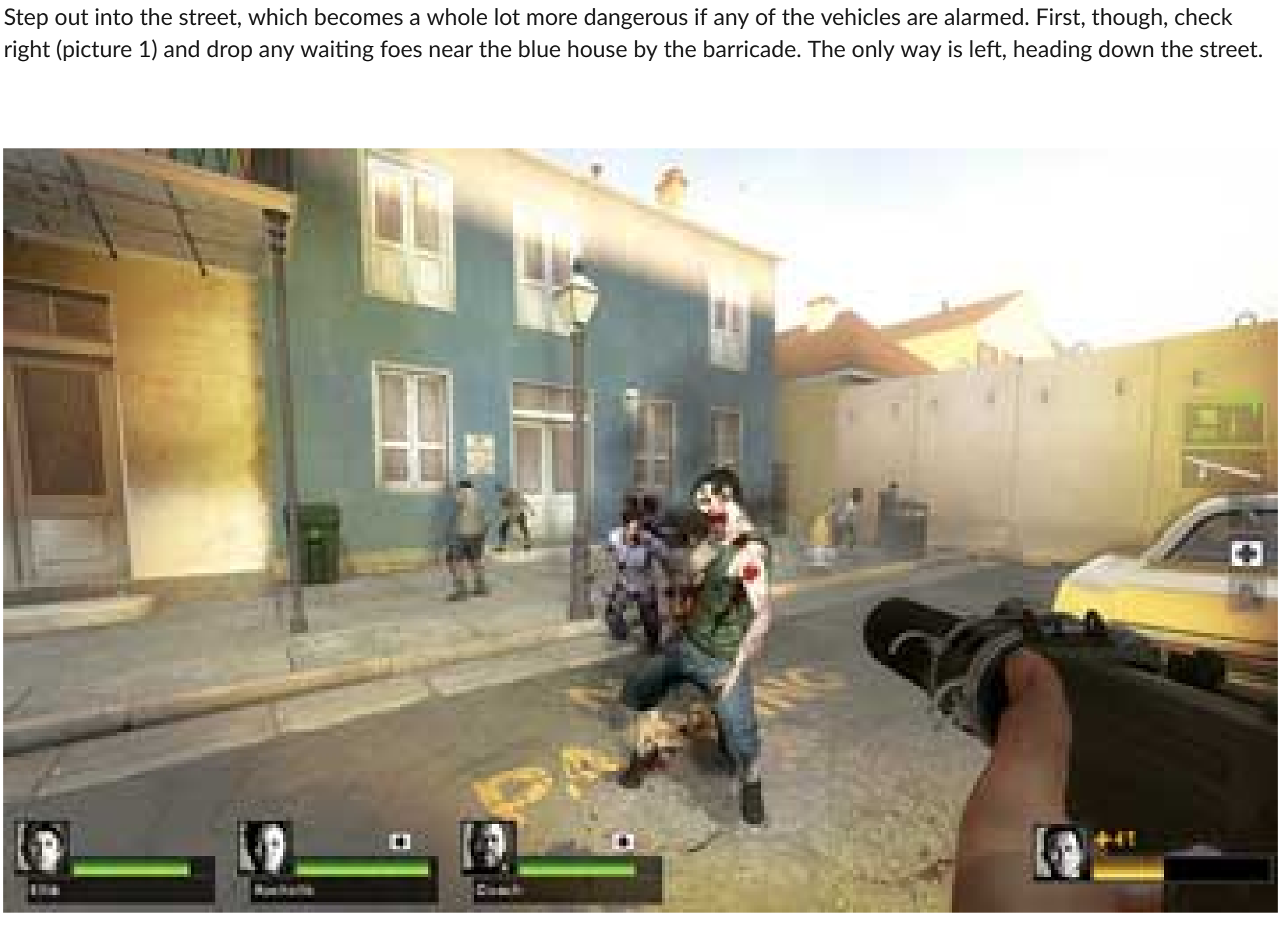


1H

Scour the kitchen area for items before stepping through the doorway into the cafe that is set back off another street you haven't accessed yet. Choose any of the gaps (broken windows or doorways) as you exit the cafe.

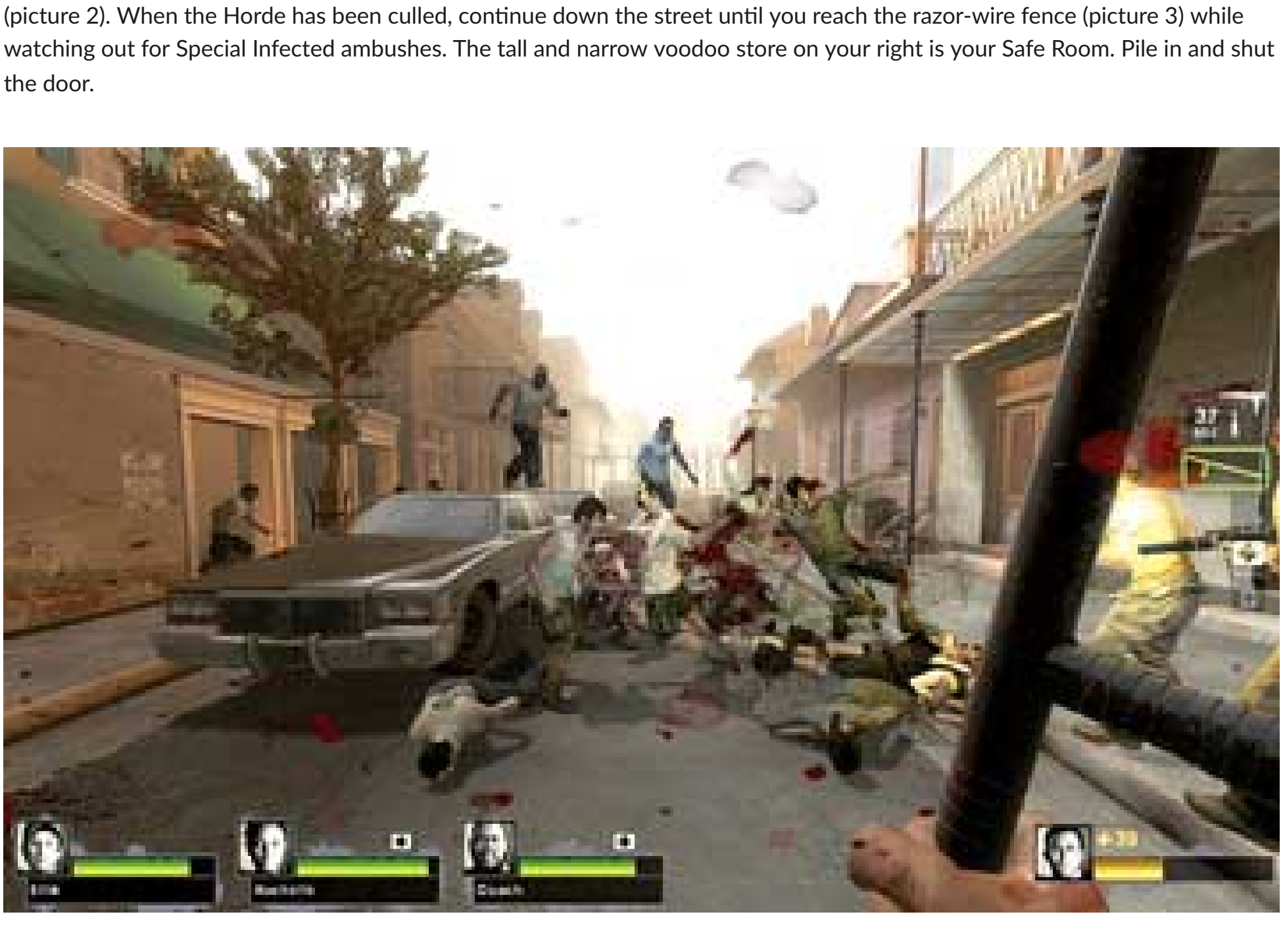
Do You Do Voodoo?

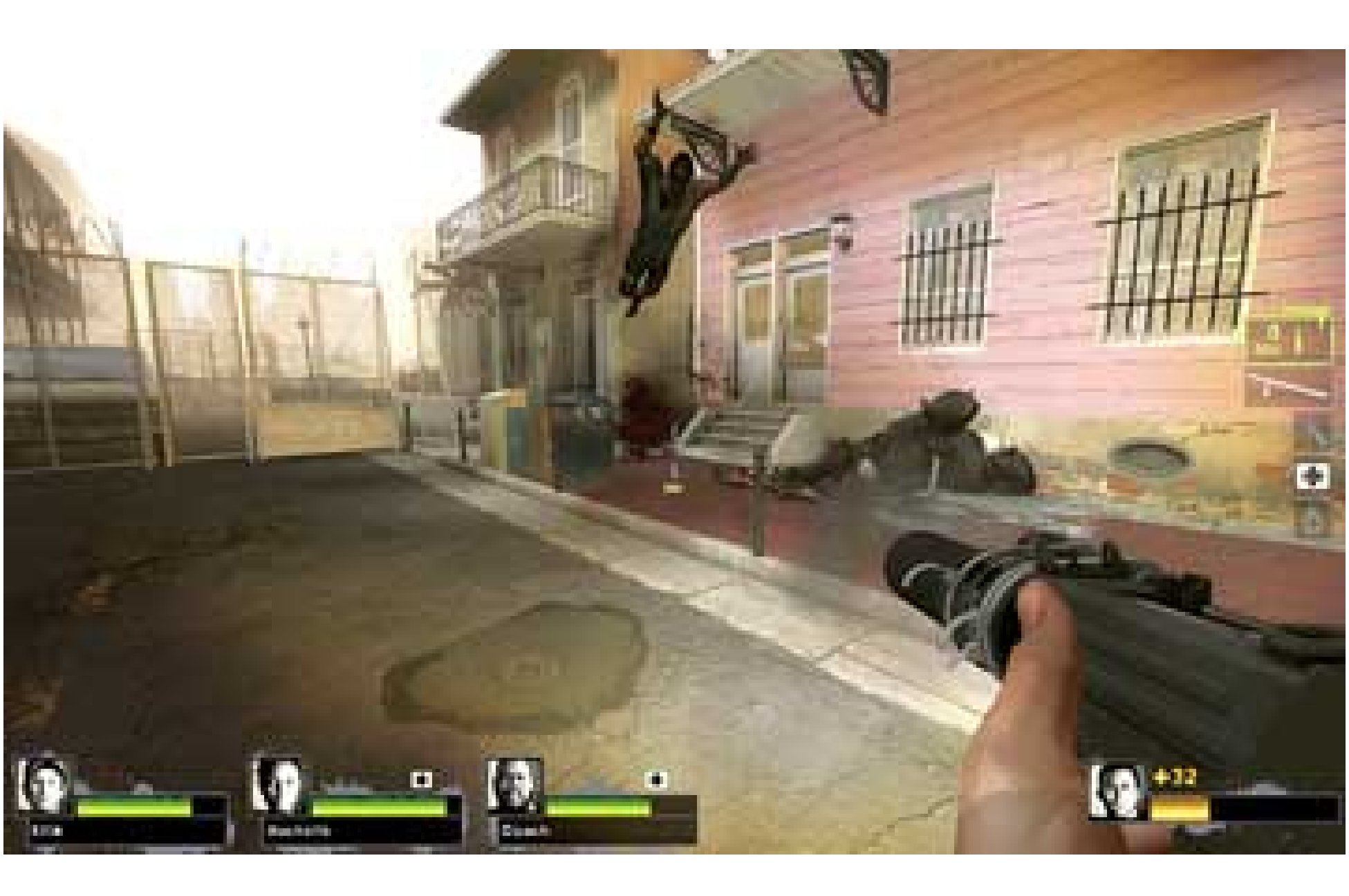
Step out into the street, which becomes a whole lot more dangerous if any of the vehicles are alarmed. First, though, check right (picture 1) and drop any waiting foes near the blue house by the barricade. The only way is left, heading down the street.



1I

If you knock into an alarmed car, expect foes to stream down the rooftops. A vicious (albeit entertaining) firefight erupts (picture 2). When the Horde has been culled, continue down the street until you reach the razor-wire fence (picture 3) while watching out for Special Infected ambushes. The tall and narrow voodoo store on your right is your Safe Room. Pile in and shut the door.

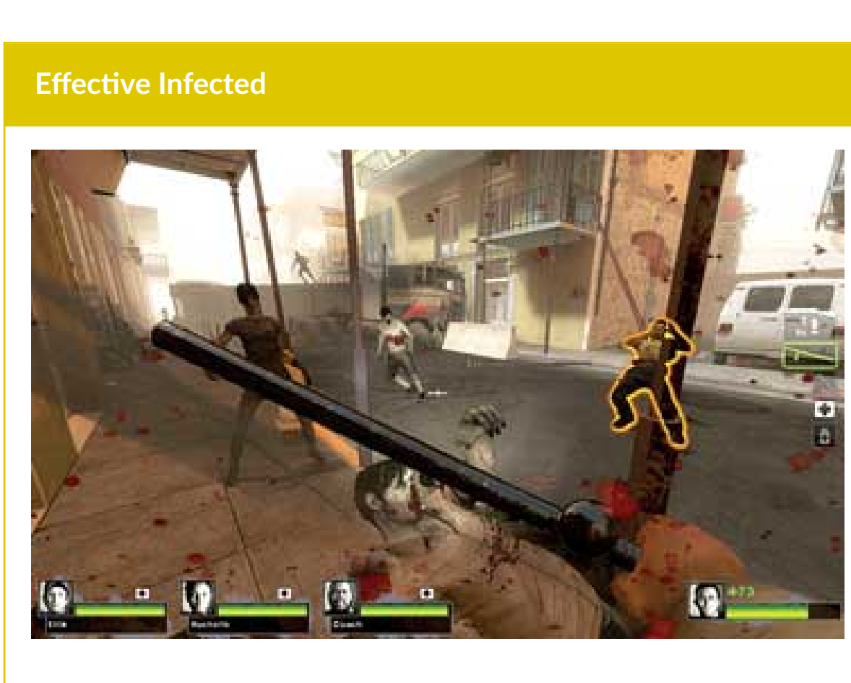




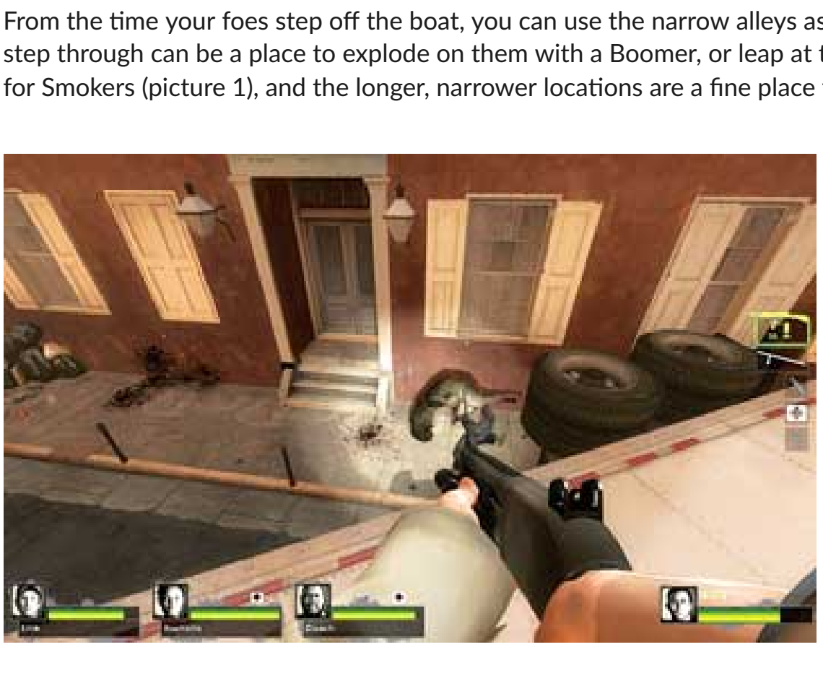
Tip

Many vehicles may be alarmed. To prevent hitting the cars with wayward bullets, only use Melee Weapons and stay away from vehicles until you reach the Safe Room.

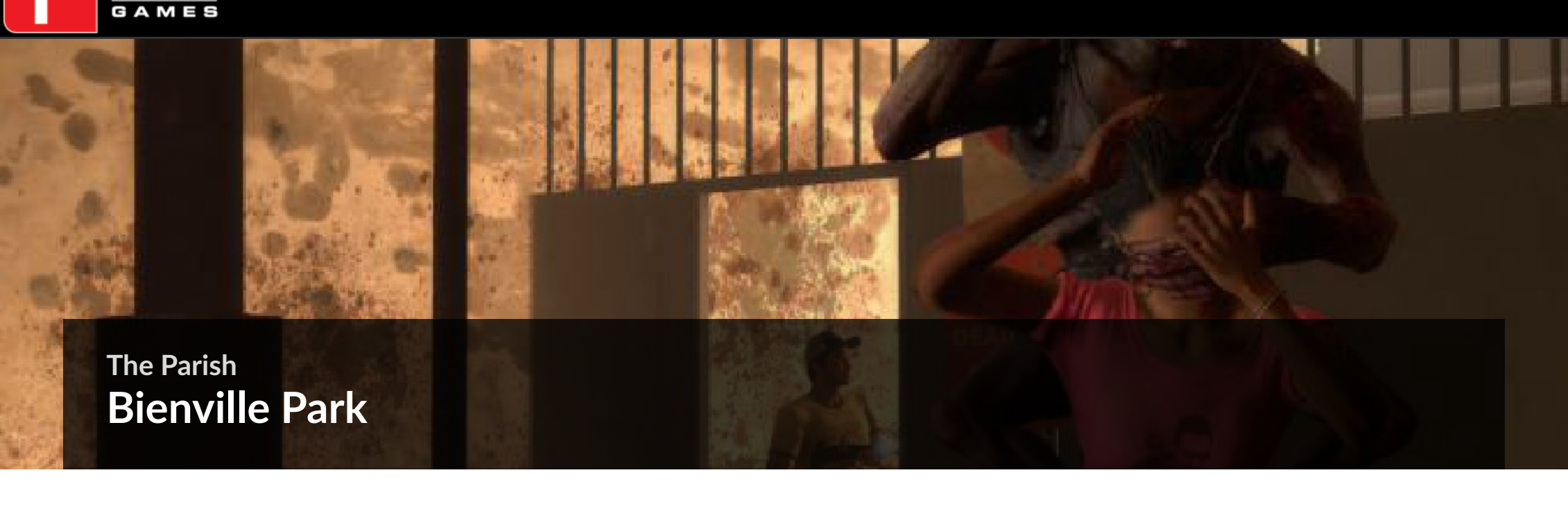
Effective Infected



The maze of streets, balconies, and rooftops make Special Infected attacks a constant joy to inflict on your human foes. From the time your foes step off the boat, you can use the narrow alleys as a place to plan an attack. Every doorway they step through can be a place to explode on them with a Boomer, or leap at them as a Hunter. The balconies are excellent for Smokers (picture 1), and the longer, narrower locations are a fine place for a Charger (picture 2) to do his thing.

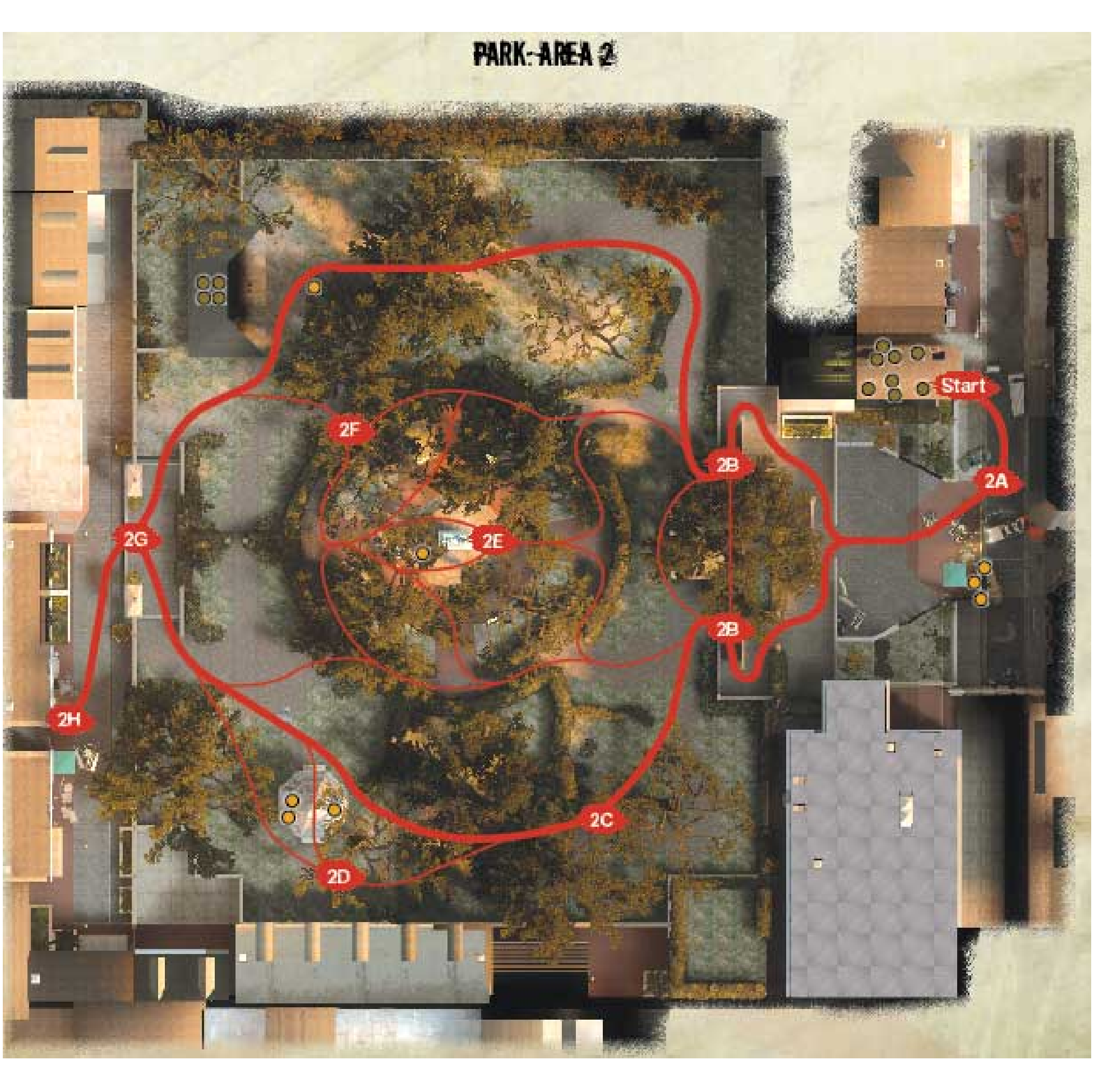


As always, time your attack to coincide with a Horde attack. Try causing Hordes to appear by steering or charging humans into alarmed cars. One particularly excellent plan is to have Hunters pounce on foes from a rooftop; this can cause a lot of damage and your foes aren't usually looking up. Also, when the foes appear from the cafe, simply stand behind an alarmed car. The Survivors may fire at you, and even if you take the hit, a Horde is summoned! Finally, watch for when the humans hop over the fence at Location 1F; they can't get back, so this is one place where you can grab the last human about to head up the steps and drag them to their doom.



The Parish

Bienville Park



Hedge and Mesh Mazes: Park Overview

After emerging from the other side of the voodoo store, you're faced with two large and involved locations: a park with a small hedge maze, and a large bus depot with evacuation fencing that forces you into a different type of maze.

+ The park seems tricky to navigate, but as long as you don't want to visit the riderless horse in the middle, you can easily skirt the perimeter.

+ Reach the depot and sprint to switch off the alarm as quickly as possible. The use of Adrenaline and your teammates to back up two lead runners help you finish this task.

+ The exterior of the park and inner section of the depot have room to strafe and move, so plan on doing most of your fighting against Special Infected here.

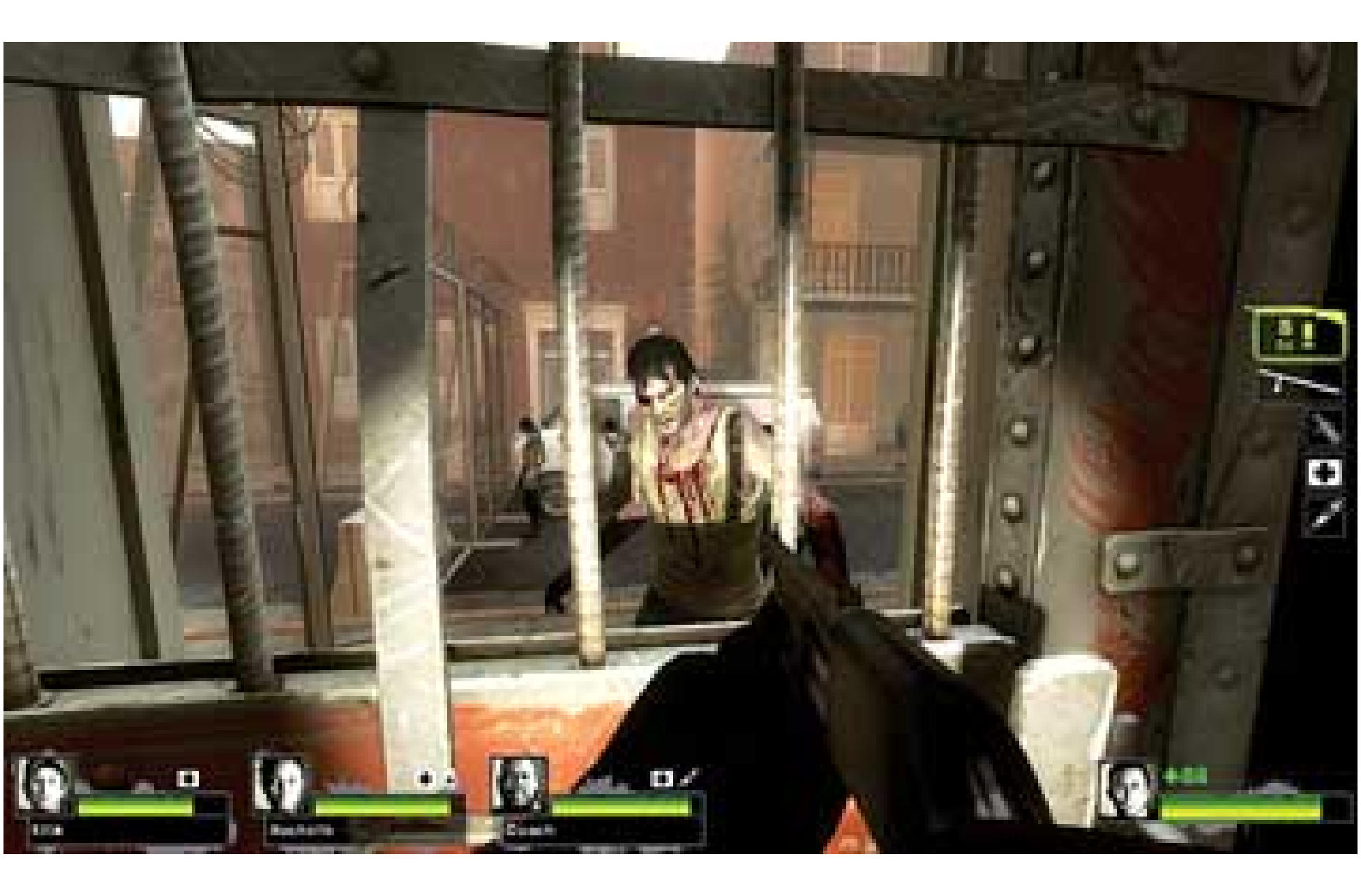
- Know exactly where you are in the maze and don't get split up, as it's difficult to find fallen friends. Also beware of hedgerow ambushes!

- The Special Infected can climb both the hedges and mesh fences before they spawn, which can create extreme problems and ample ambush danger.

- There are a number of narrow, straight passages throughout this map. These make strafing difficult, and Charger s (plus other Special Infected) have an advantage.

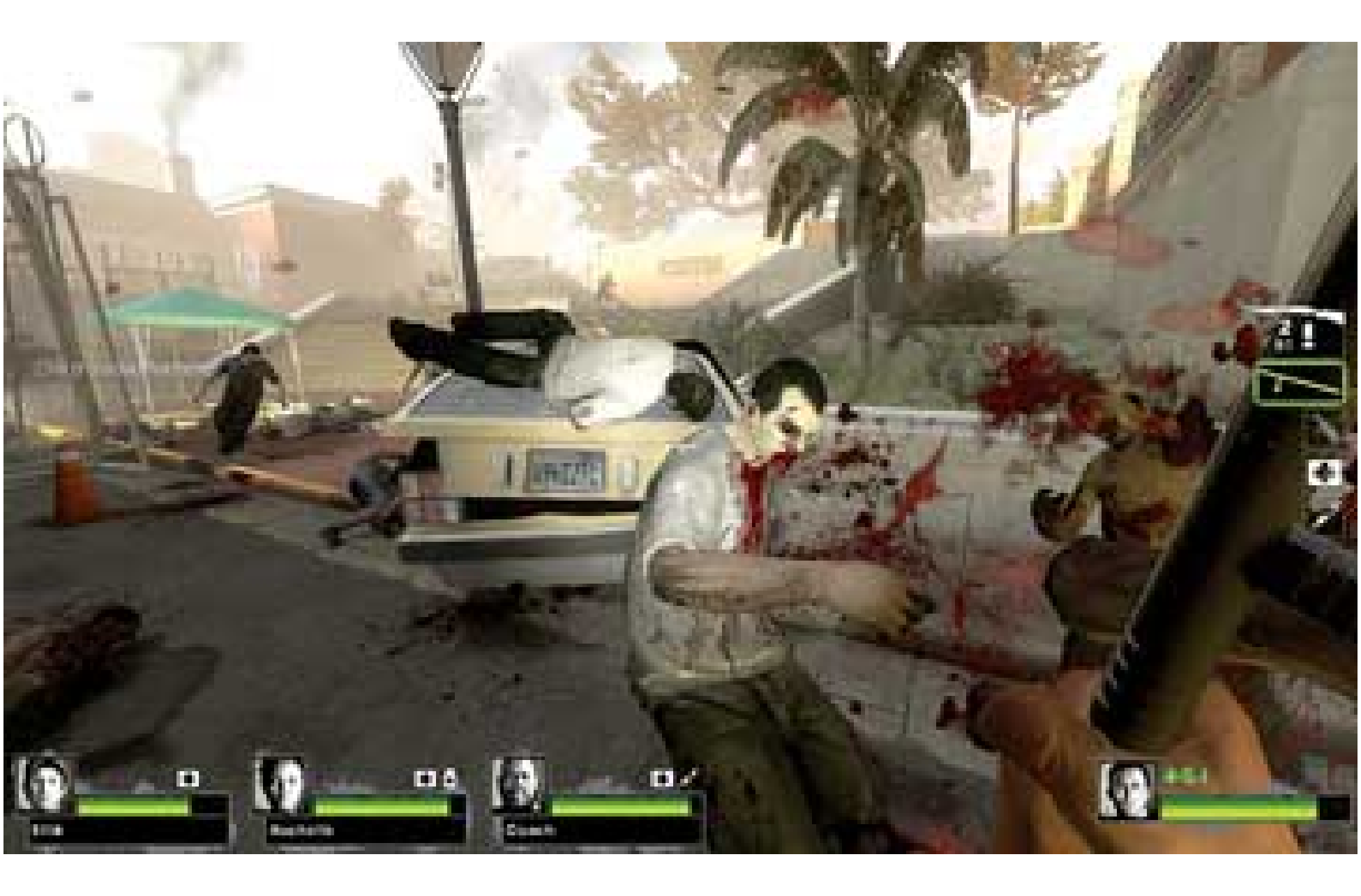
Voodoo Chill

The commotion outside is unrelenting, so you are wise to stay in the voodoo shop, read the wall graffiti, and stock up on items, weapons, and ammunition. When it is finally time to go, stand at the door and blast away at the Infected surrounding it (picture 1), then swing the door open and continue to pump bullets into the hides of foes so you clear the immediate area. Step back into the store and reload, grab more ammo, and then leave.



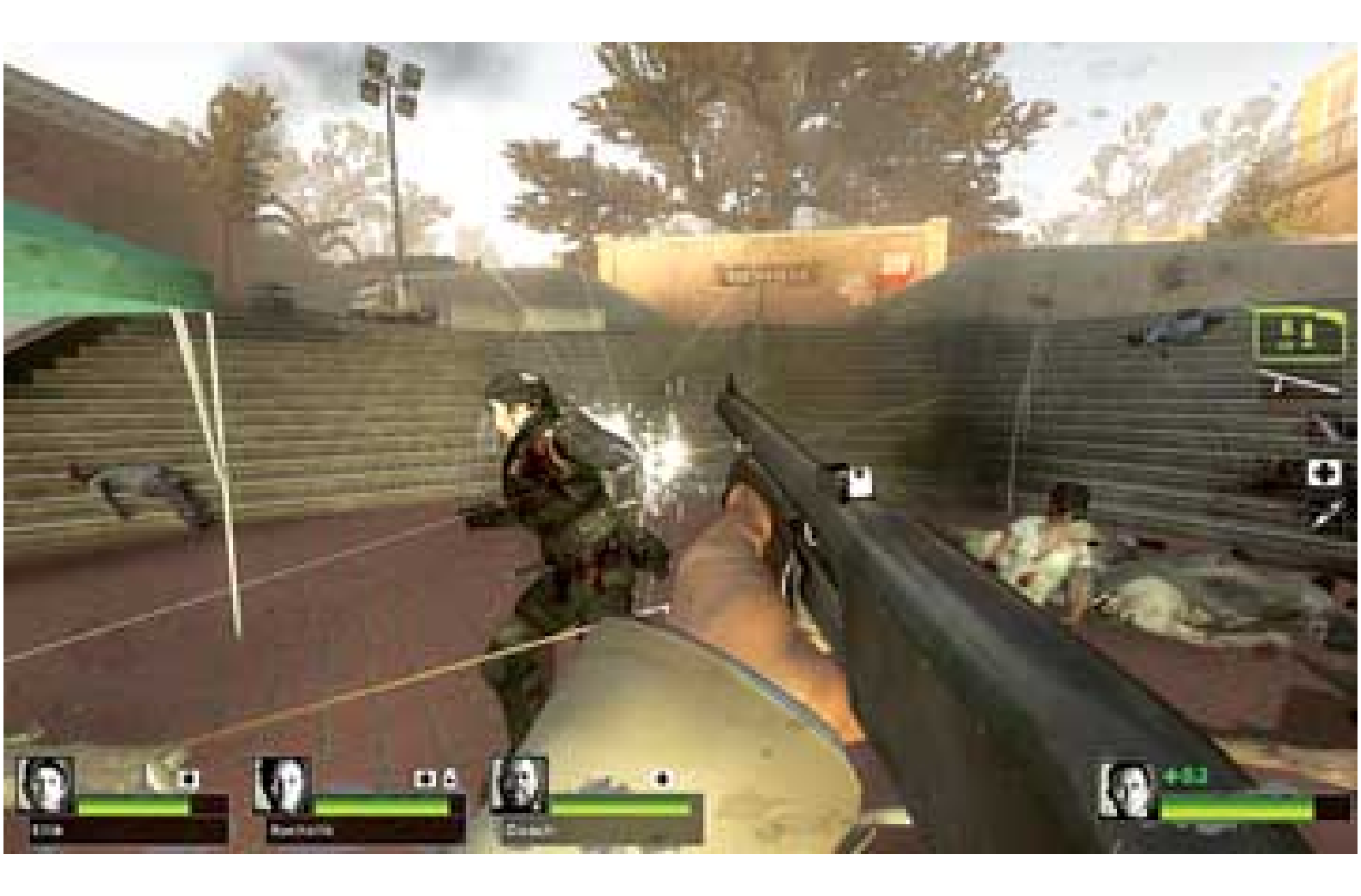
Start

Once you're out in the street, you face the same opposition as you did during Area 1: the ever-present threat of Special Infected as well as possible cars with alarms. A natural amphitheater lies at the base of the entrance to the Bienville Park.



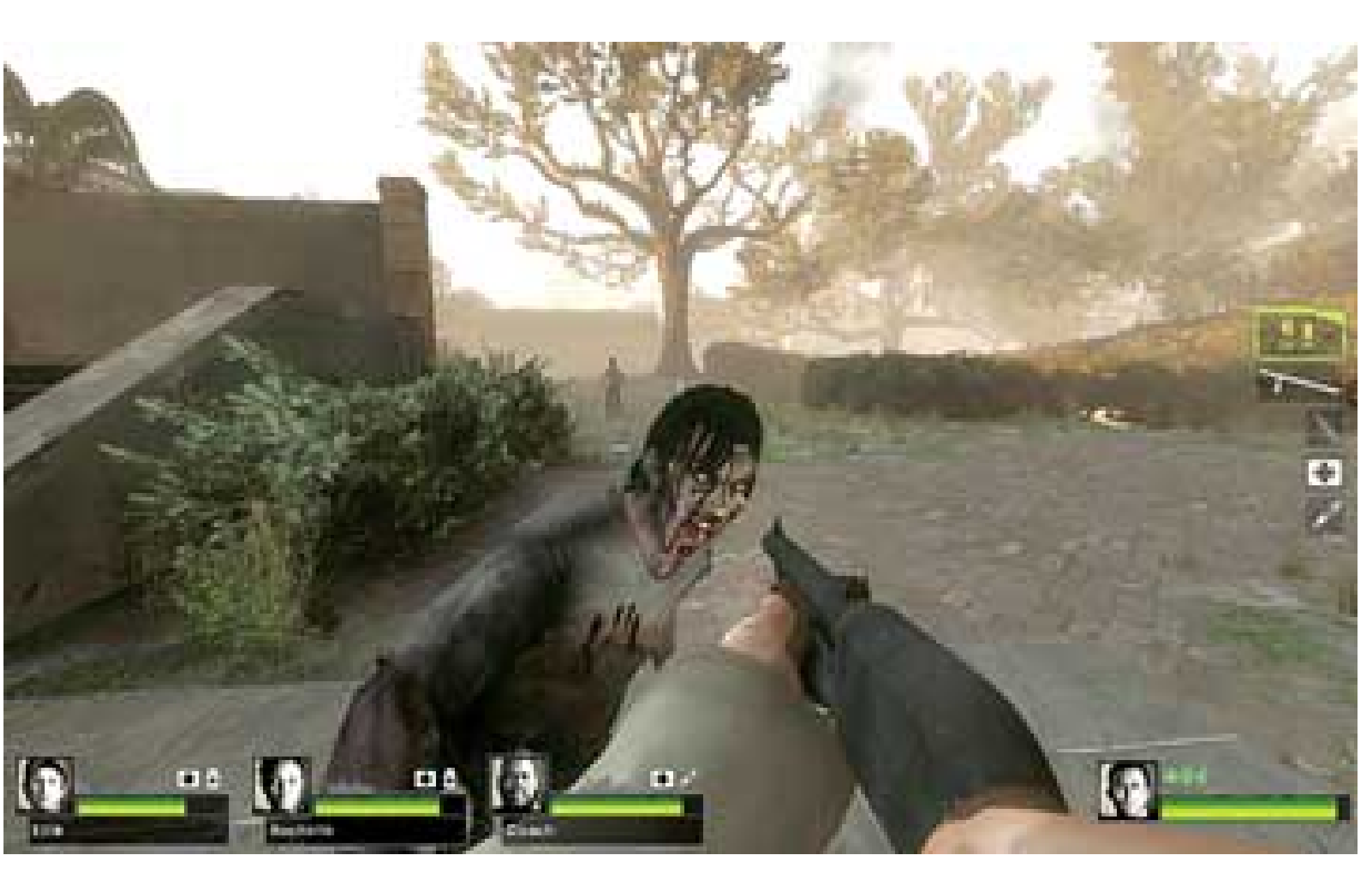
2A

Tear through the diseased (picture 2) creatures, pushing your way to the brick courtyard, and then rain death on every type of enemy (picture 3) before quickly checking the parked military vehicle for items of worth. Then climb the steps and head into the park itself.



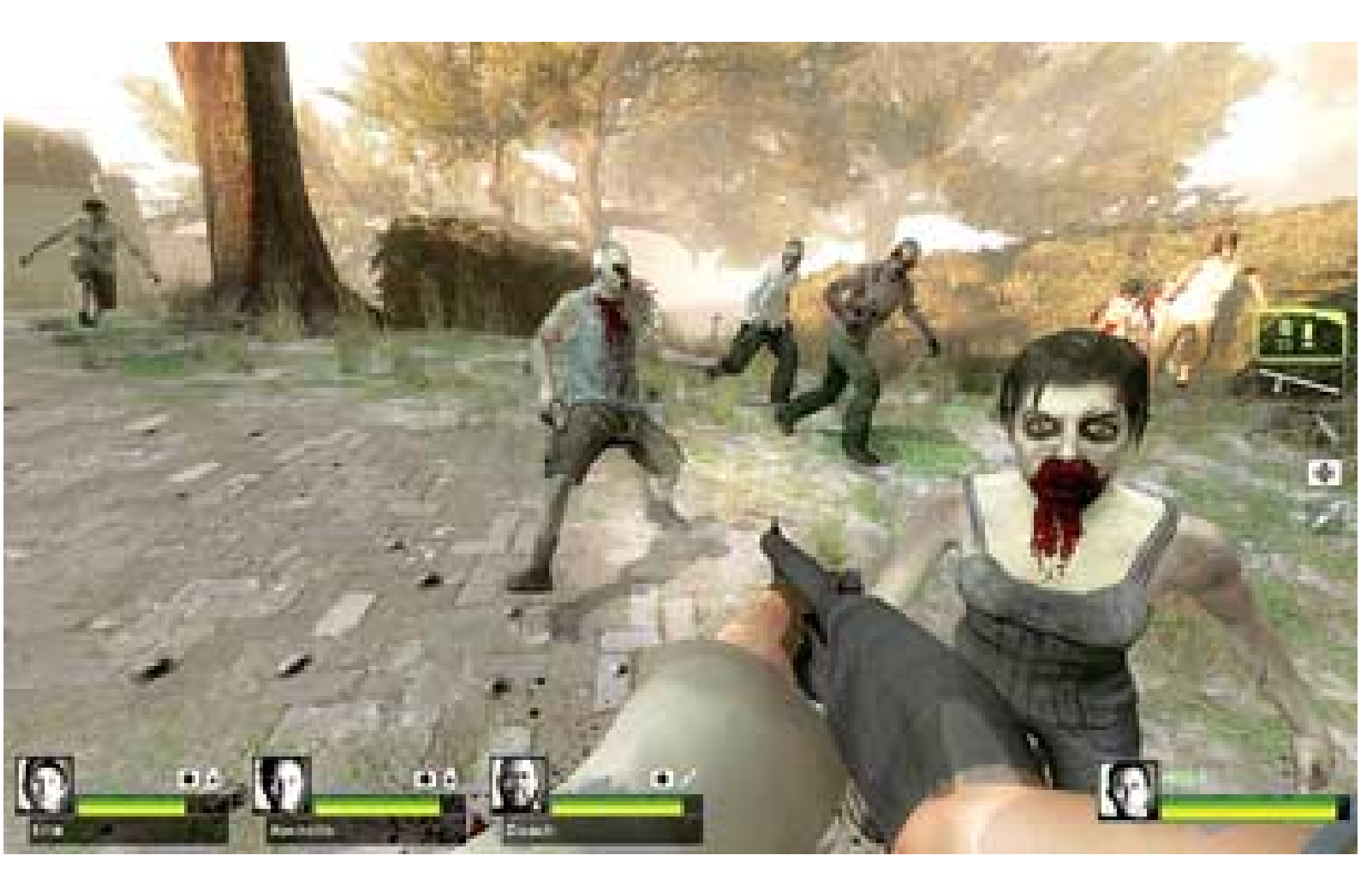
The Battle of Bienville Park—Part 1

You are now entering a park with a small circular hedge maze that is symmetrical and easy to find your way through (especially now you have the map to guide you). The park has two entrances, and you can take either, heading around the stone wall and down some steps to the cobbled ground below (2B; picture 1). From this point, you can take any of the routes shown on the guide map.



2B

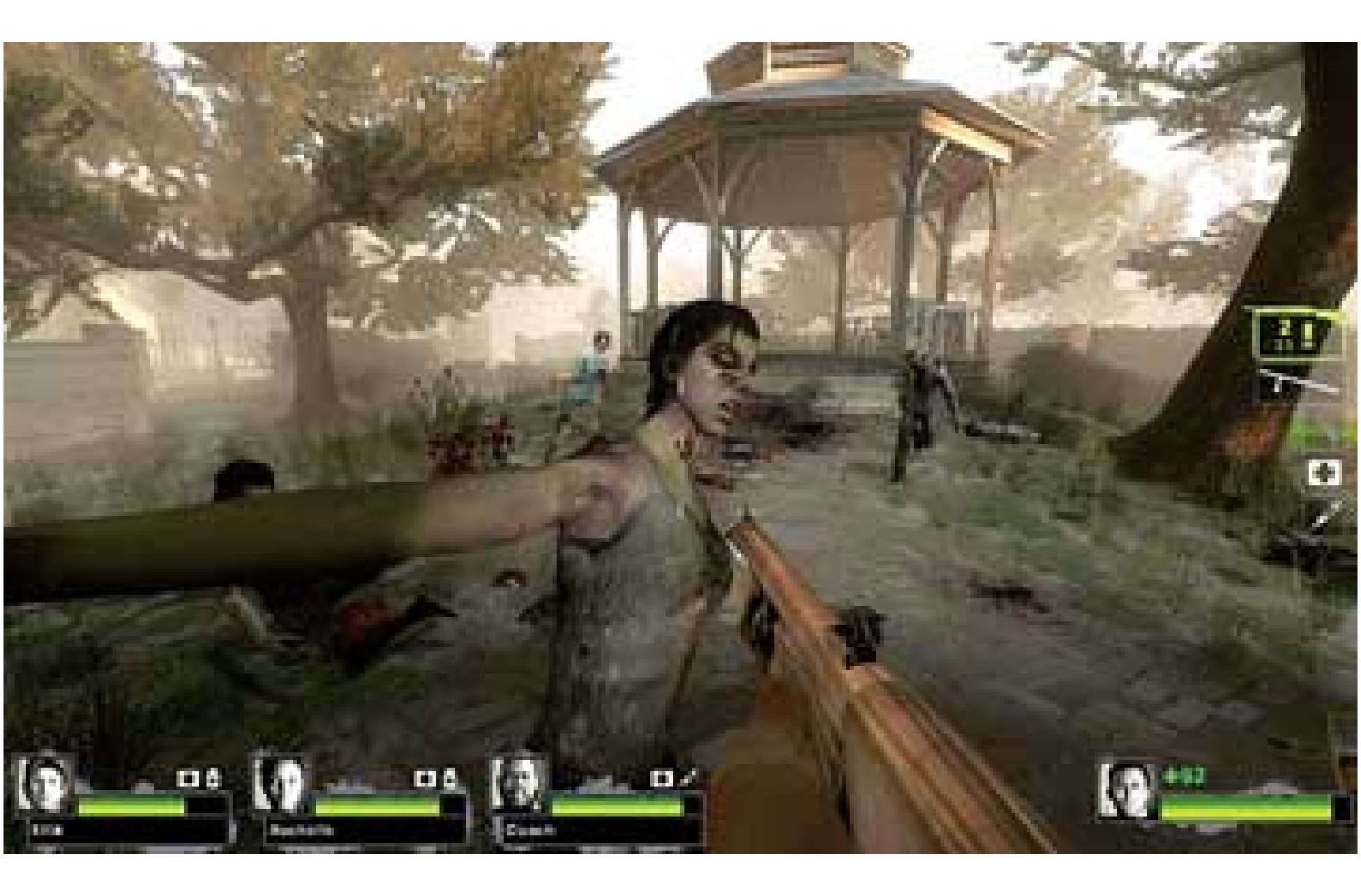
The area on the outside of the curved hedge sections, such as the path through Location 2C (picture 2) features a good number of horrific once-humans baying for your blood. The advantage of remaining in this outer area is that you can easily strafe around the foes, and attempt cross-fire opportunities. Continue your park exploration and locating more victims to drop.



2C

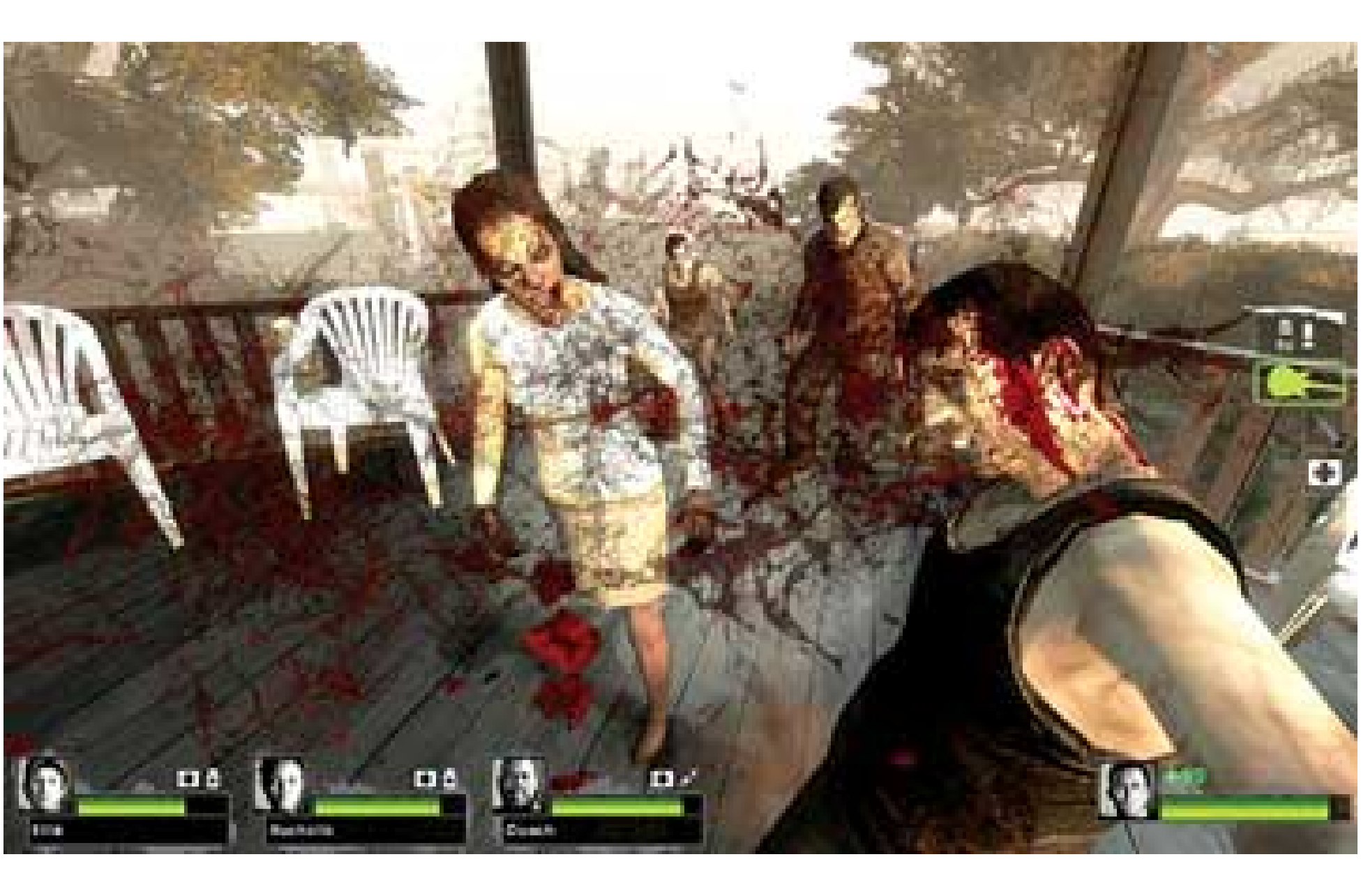
The Battle of Bienville Park—Part 2

If you'd like to avoid the extra hassle of narrow hedgerow combat and decreased maneuverability, continue around the outskirts of the park, moving under the majestic oak trees and murdering as many Infected as possible (picture 1). You'll soon come upon a gazebo, which is an excellent landmark.



2D

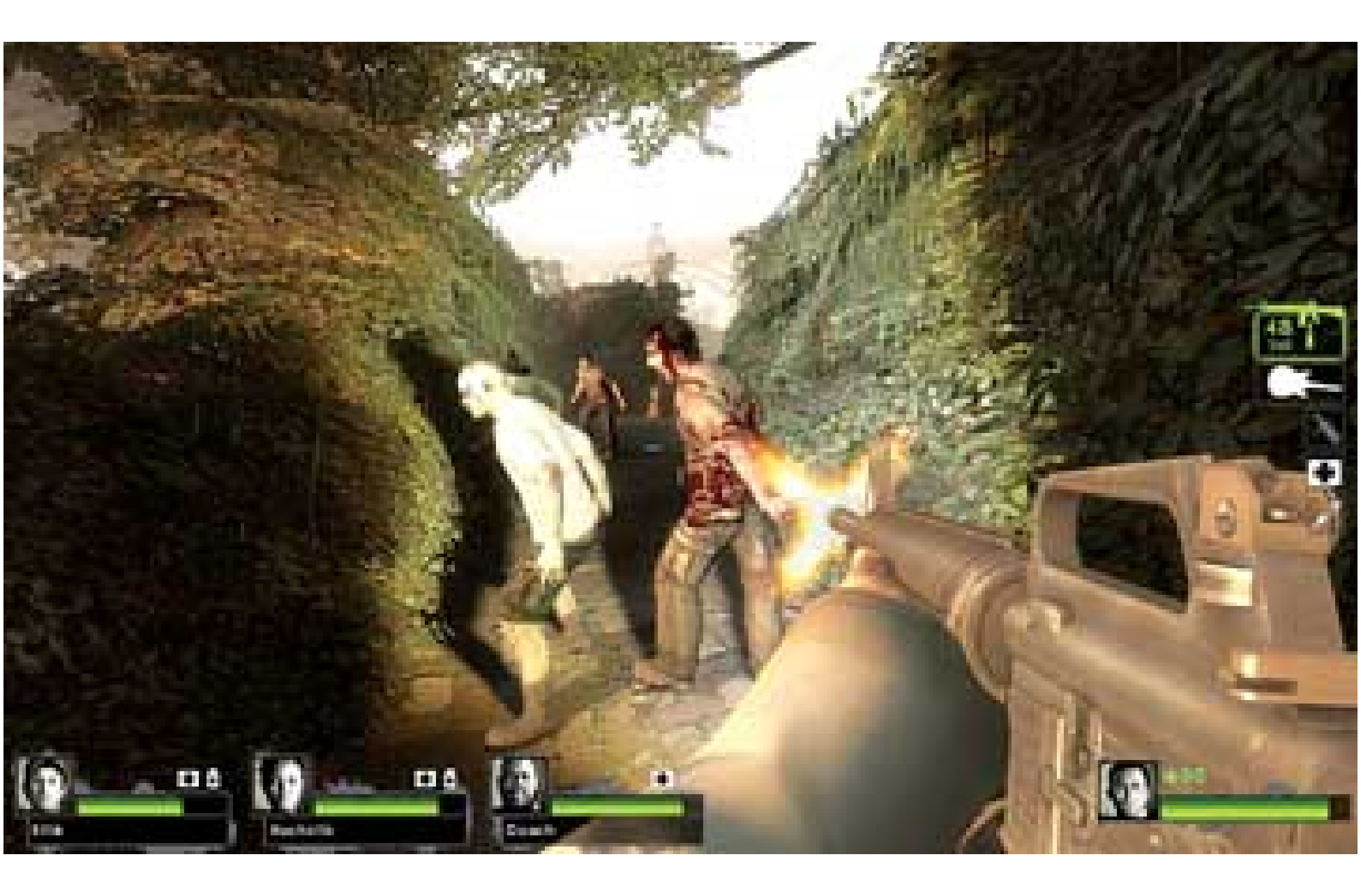
Step onto the gazebo, which you can use as a place to snipe foes and as a defensive position if a Horde is attacking. (It's easy to block the entrances with Melee Weapon-wielding friends and stop foes climbing over the fencing.) From this point, sprint to the park exit with a grand archway (Location 2G) to leave the area easily.



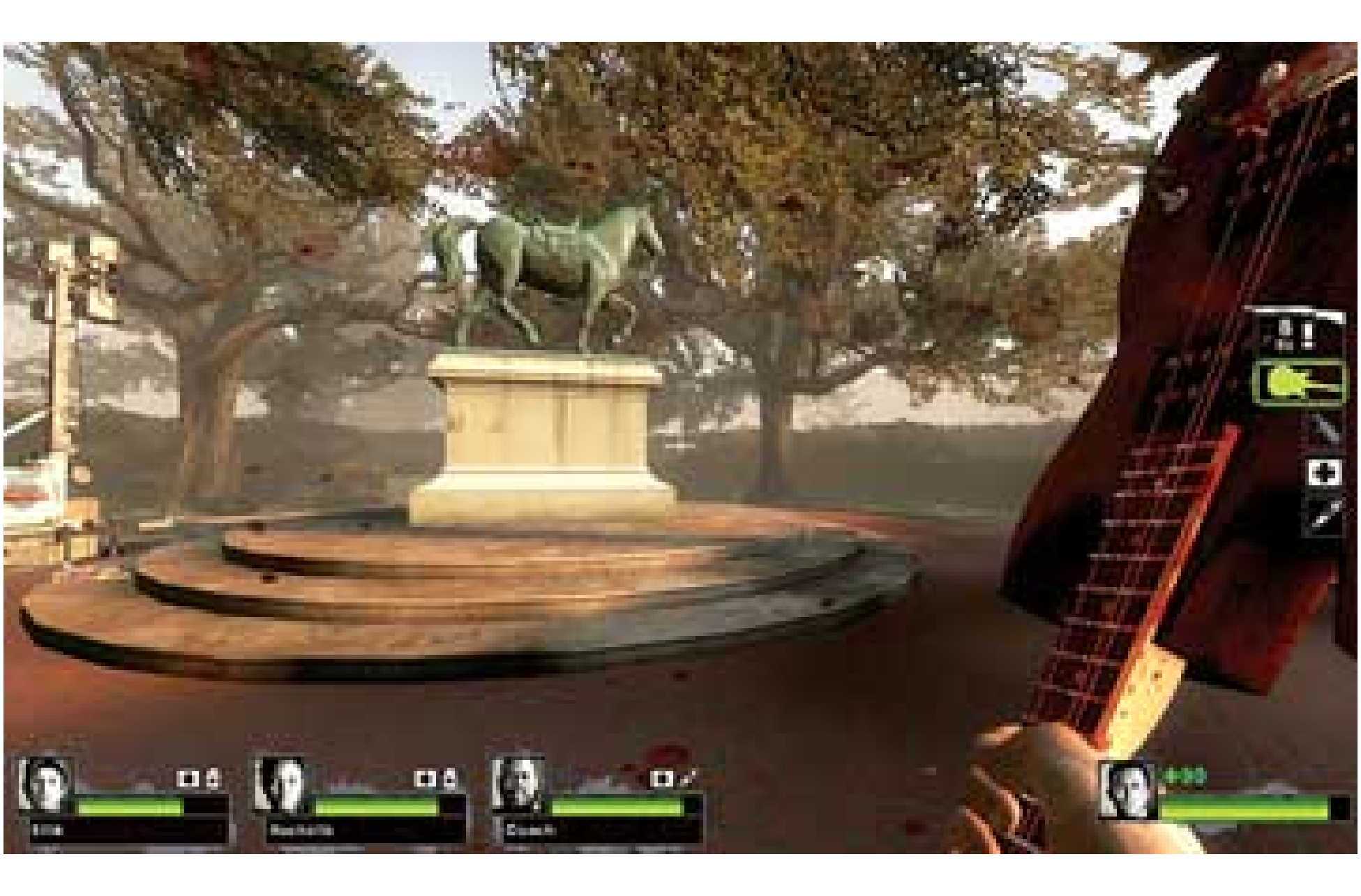
Tip

Have you become separated from your team in the vicinity of this park? Then yell at your friends to meet you at a landmark, such as the gazebo, horse statue, or better yet, the exit archway.

The Battle of Bienville Park—Part 3



An alternative to edging around the perimeter of the park is to explore the hedge maze thoroughly (picture 1), heading between the stone columns signifying an entrance and maneuvering across the maze to the opposite side, or to the central statue of a riderless horse (picture 2).



2E

This offers a rapid method of covering the park (it's even faster with Adrenaline), and you can quickly reach the exit archway (2G) without awakening too many Infected. The central courtyard is a good place to head to as there's a floodlight with a supply of items at its base. When you're ready to leave, choose a path out of the maze.

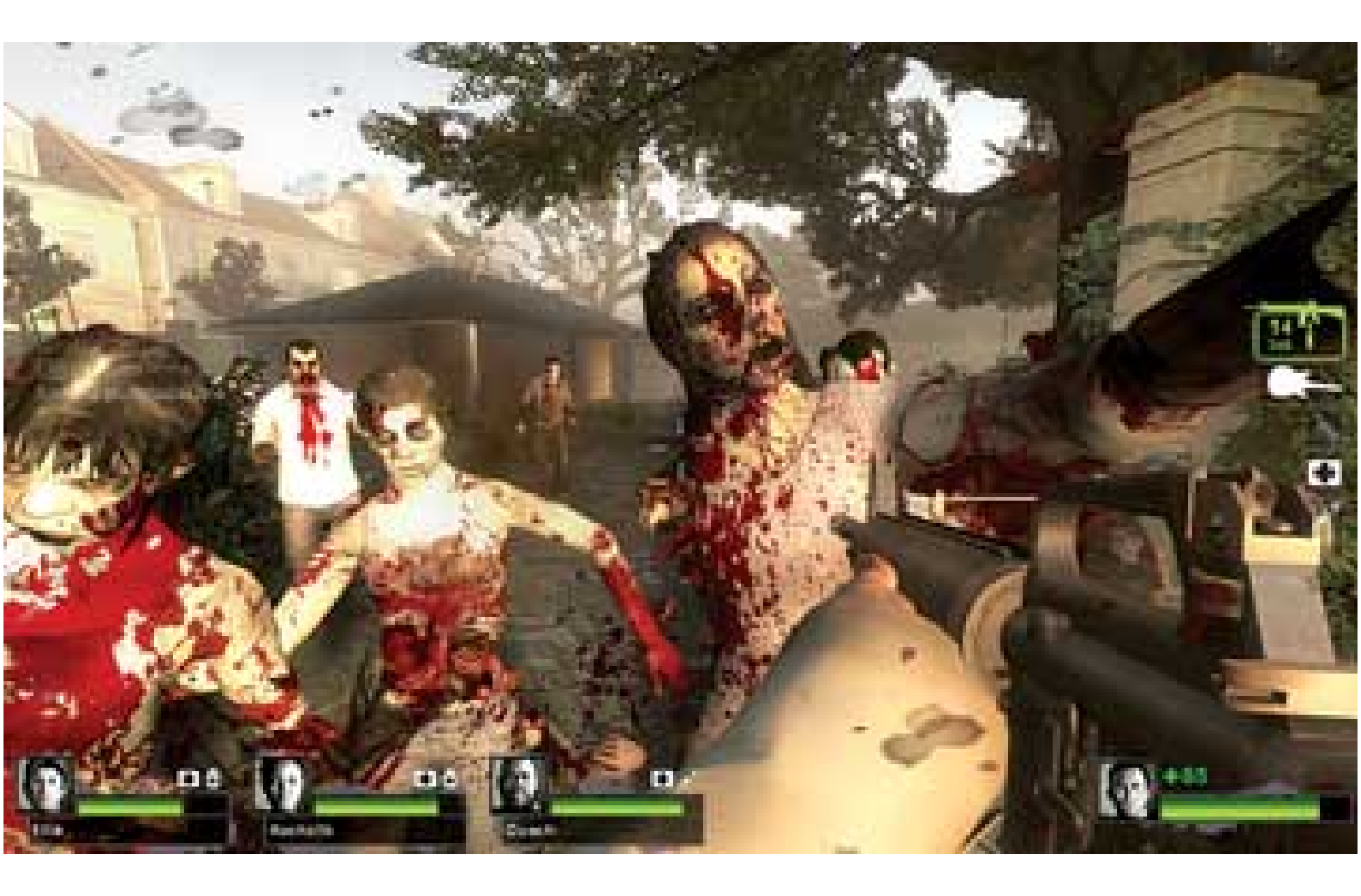
Note

Combat in the confines of the hedge maze has advantages and drawbacks. First, Common Infected can only attack you from the front or rear, so you can funnel opponents into your weapons barrels easily.

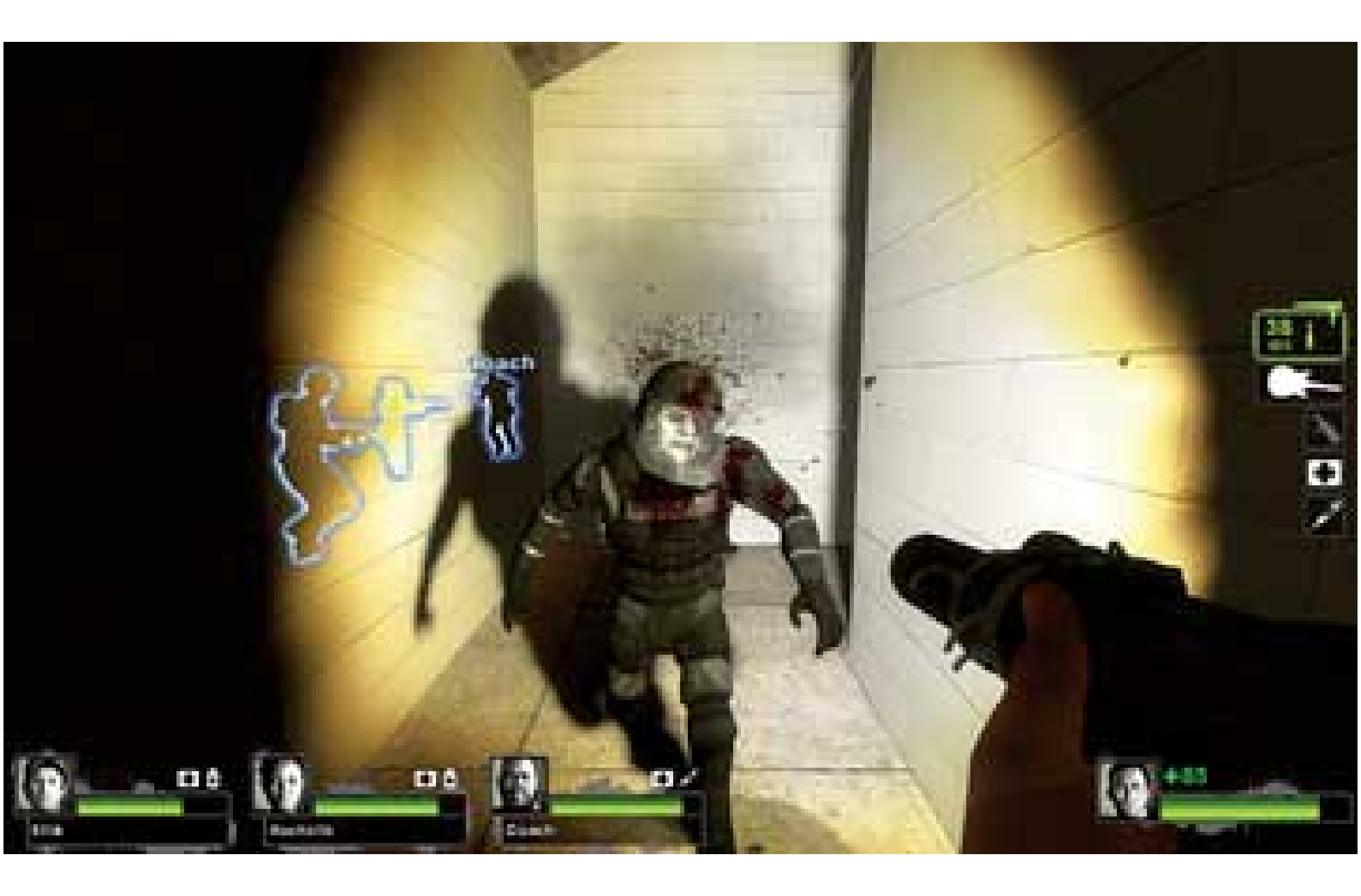
The problems stem from being overcrowded and hemmed in, so learn the layout of the maze. The big problem comes from Special Infected, who can climb the hedge walls and scuttle around, so you need to watch for an ambush around every corner, sneak attacks from behind, and drops from above.

The Battle of Bienville Park—Part 4

Find your way out of the maze by heading through either exit at the opposite ends. Location 2F (picture 1) allows easy access to the park's restroom facilities, while the other exit enables you to spot the gazebo (2D). Expect a torrent of foes at either position as you force your way out of the park and conduct an optional search of any picnic tables for items worth picking up.

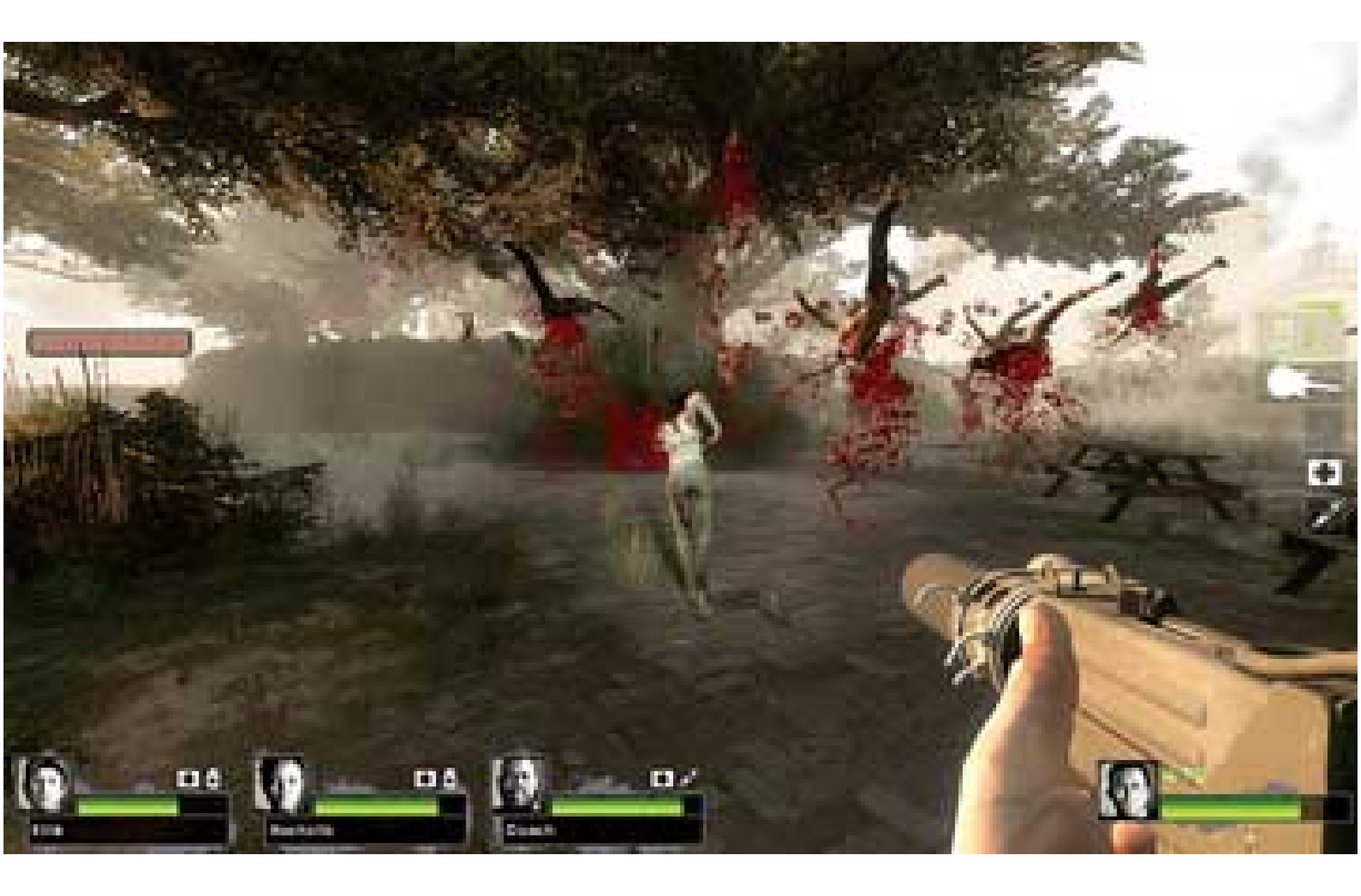


2F



Prepare for close combat when you head inside the restrooms (picture 2). Post a teammate to guard the entrance (but one step inside for cover) while others inspect the area using Melee Weapons. The extra restroom fighting is worth it; there are likely to be some additional supplies in this building.

Beware of Special Infected attacks as you head in or out (especially from the roof of the restrooms). The additional projectiles you find in the restrooms can be tested out on a mass of Infected (picture 3) if they threaten to overwhelm you.

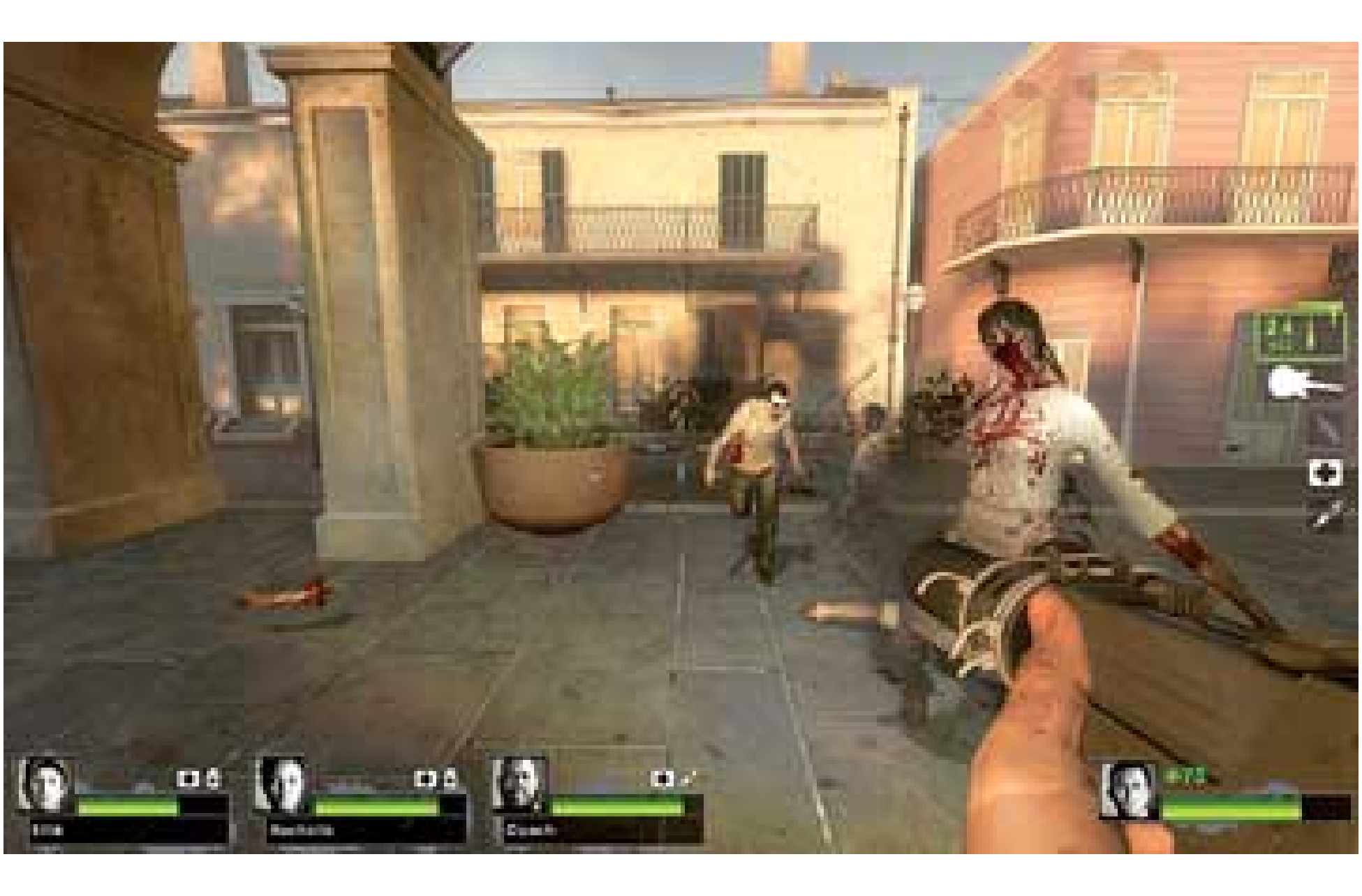


Uncommon Infected: Riot Guard

By now you'll have faced off against (and probably stolen a Riot Baton from) the Riot Guard, a specialized security force employed by CEDA that has been fully affected by the viral outbreak. Savage and super-tough, the bulletproof uniforms theRiot Guards wear makes Melee Weapons and Shotguns aimed at the foes' backs the best way to drop them, as their fronts are too well protected. Melee Strike them so they spin around and then finish them. Don't be surprised if it takes multiple shots to drop one of these remnants of an evacuation gone wrong.

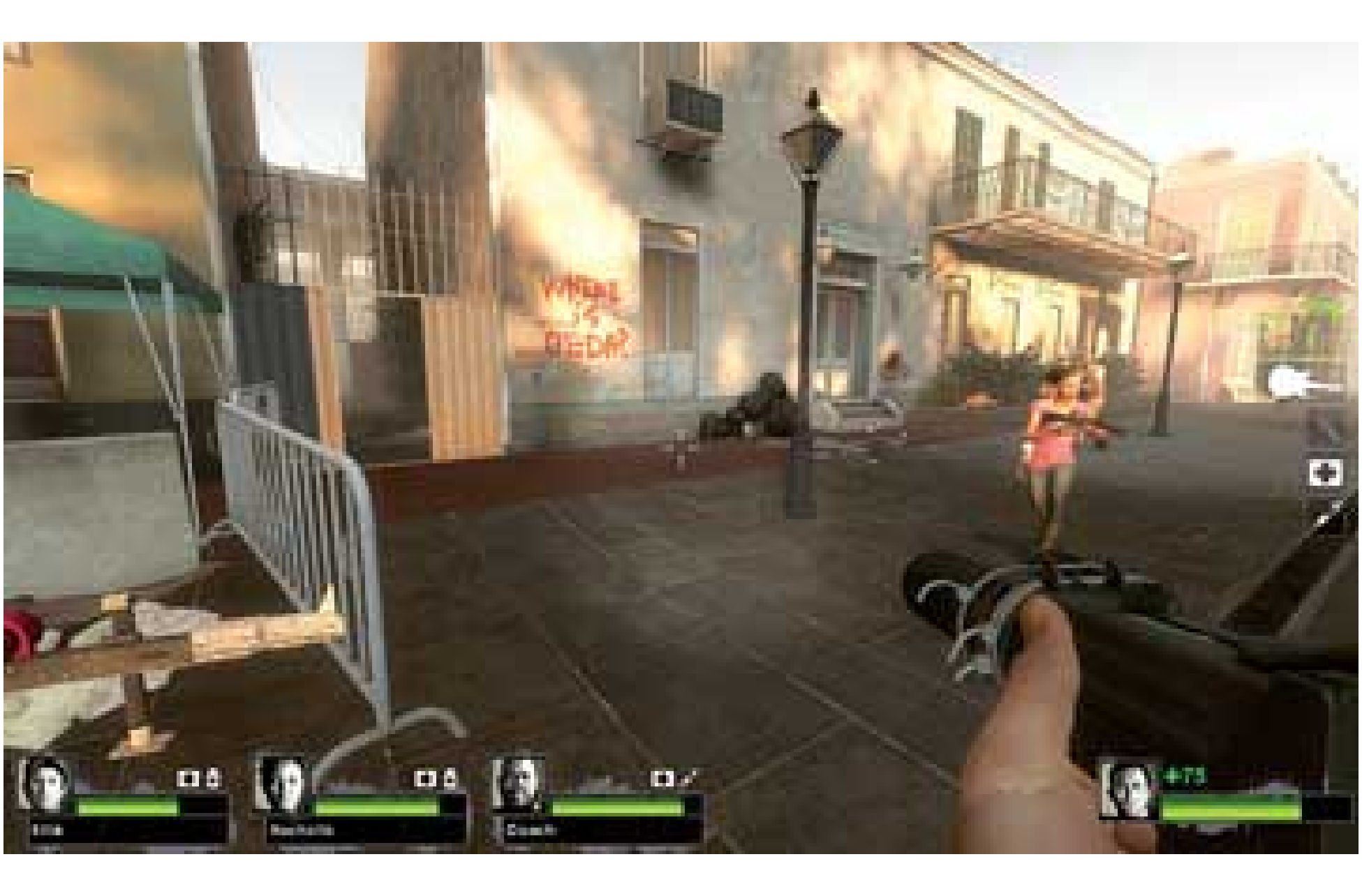
Archway Exit: Where is CEDA?

Locate the metal archway and ornate stone pillars of the park exit (picture 1) and fight your way out of the park onto the paved, historic street. Although there may be foes to the right, you don't need to attract their attention as you head left toward a generator and a white barrier.



2G

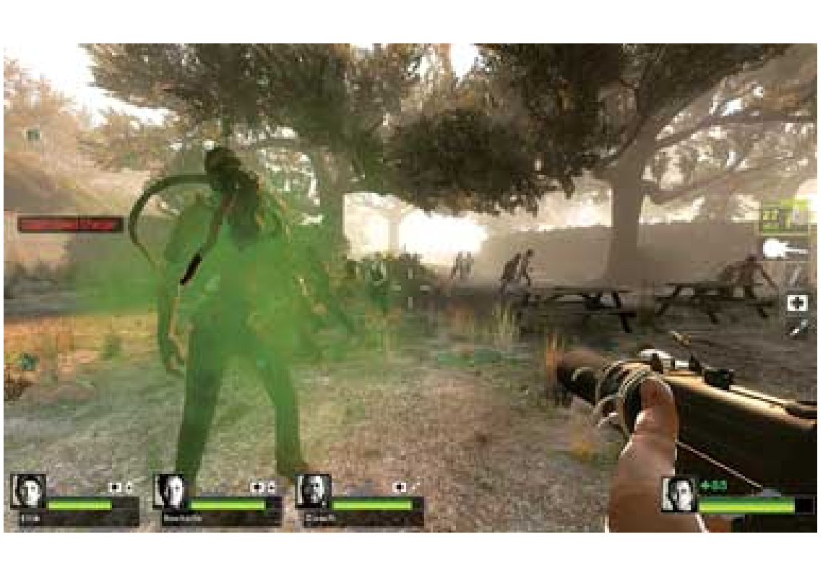
Find the orange graffiti and head for the doorway to the left of it; this door leads to a very narrow alleyway leading to a freeway underpass near the bus depot (Area 3). Be extremely careful as you move down the alley; it is a place where Special Infected may try to attack.



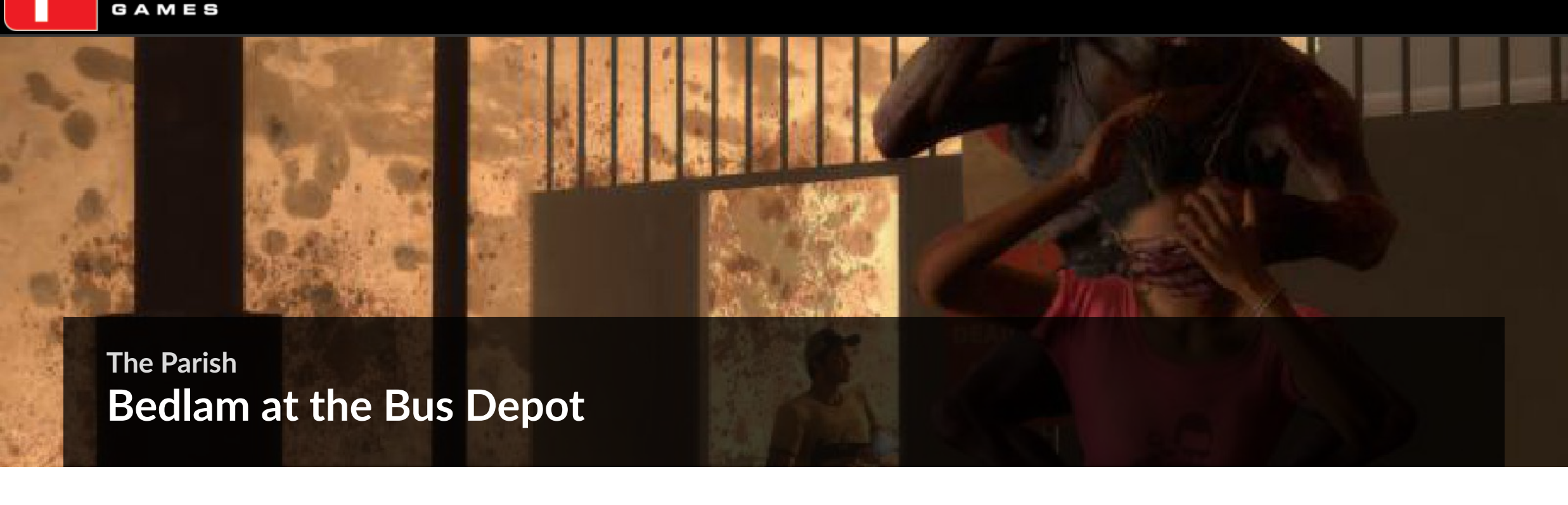
2H

Effective Infected

Although timing a Special Infected attack to coincide with a particularly large swarm of Common Infected is always a good plan (as shown), the park has a number of excellent places to roam or wait for foes before attacking them.

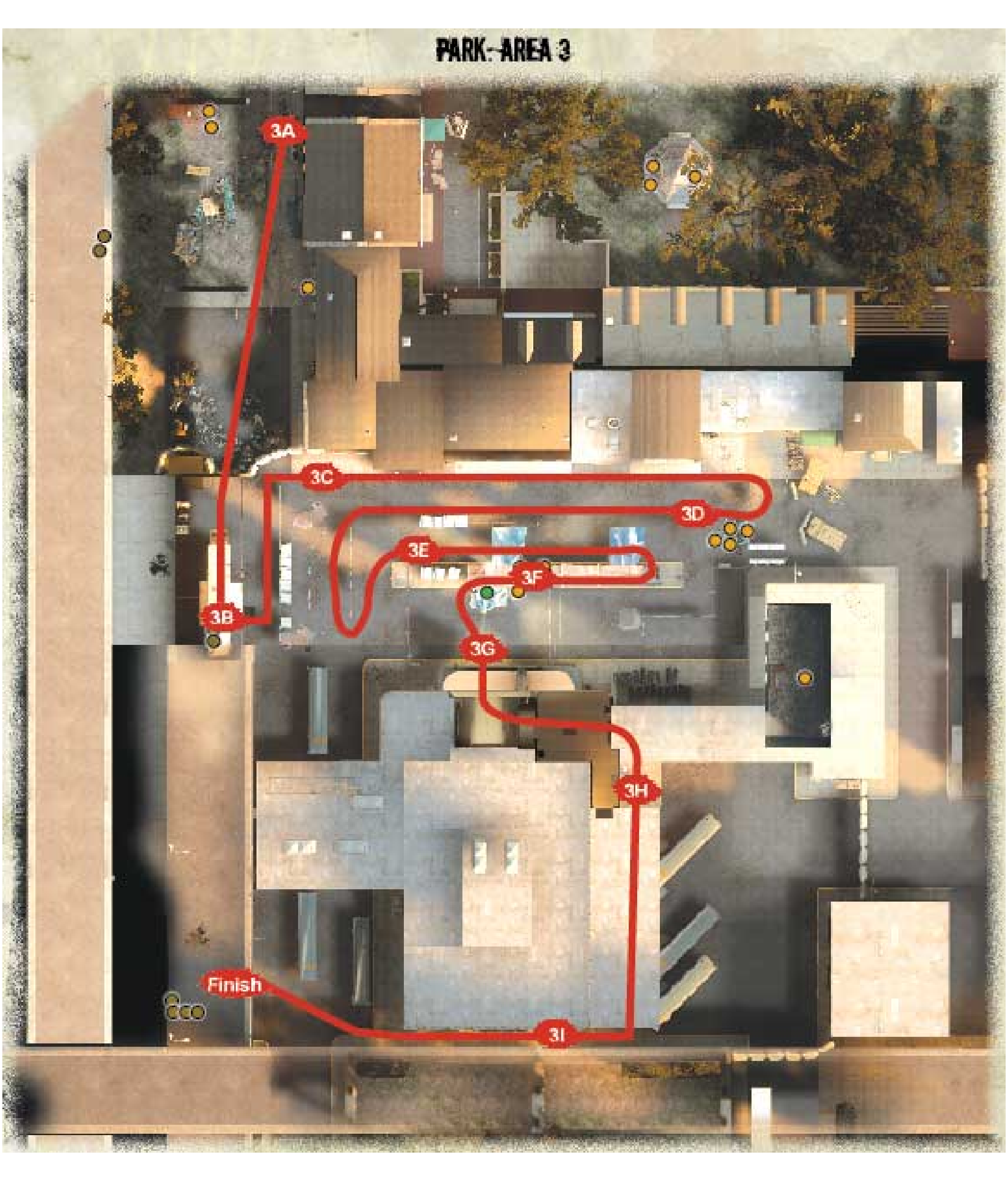


Around a corner of a hedge is a good spot, and a coordinated attempt with two or more Special Infected all attacking at once from different directions makes life sufficiently difficult for your Survivor foes. Use the rooftop of the gazebo, restrooms, the walls, and tops of hedgerows to launch your attacks, too, and don't forget that stalking enemies is a lot easier if you can step back behind hedges.



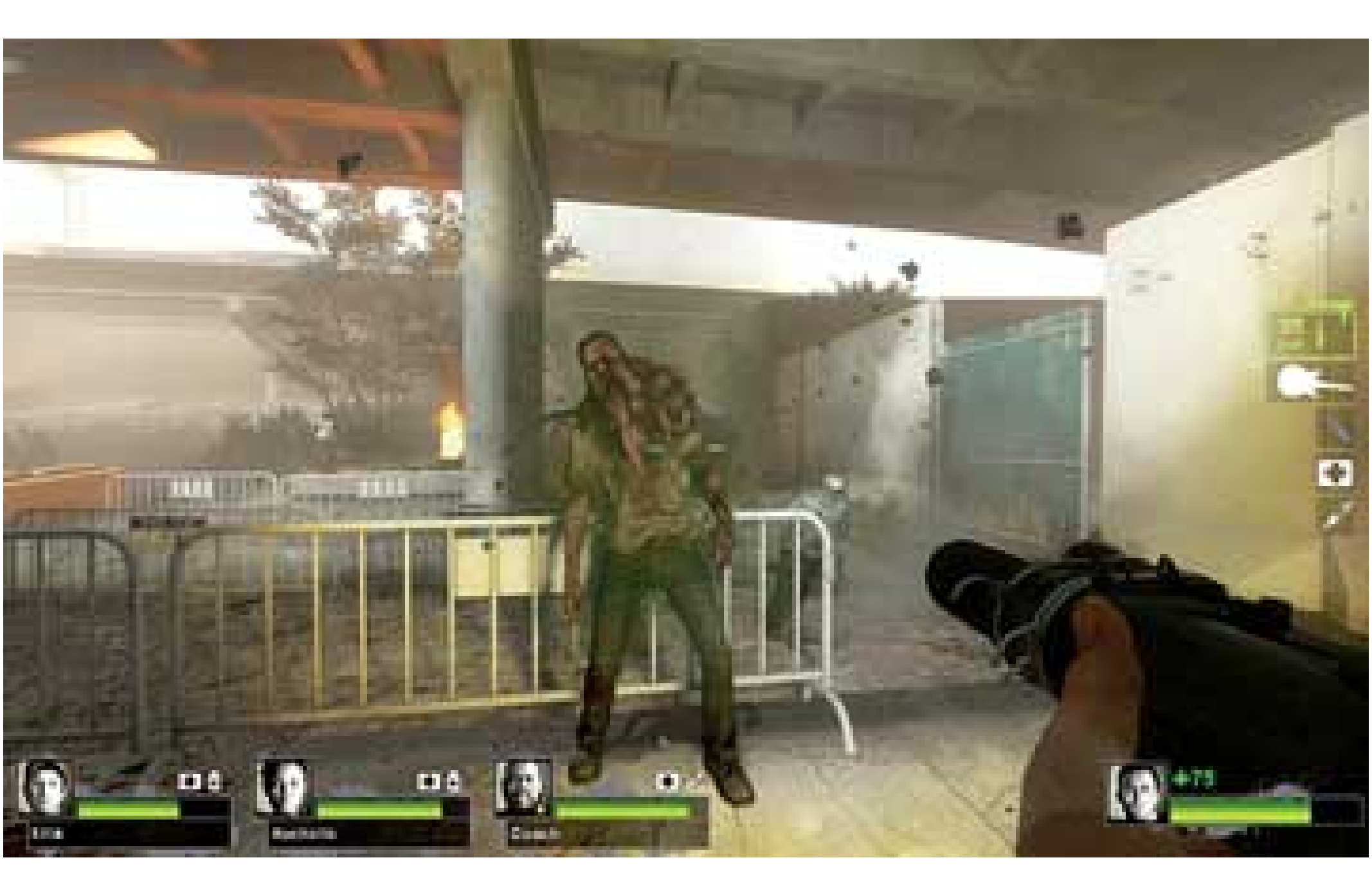
The Parish

Bedlam at the Bus Depot



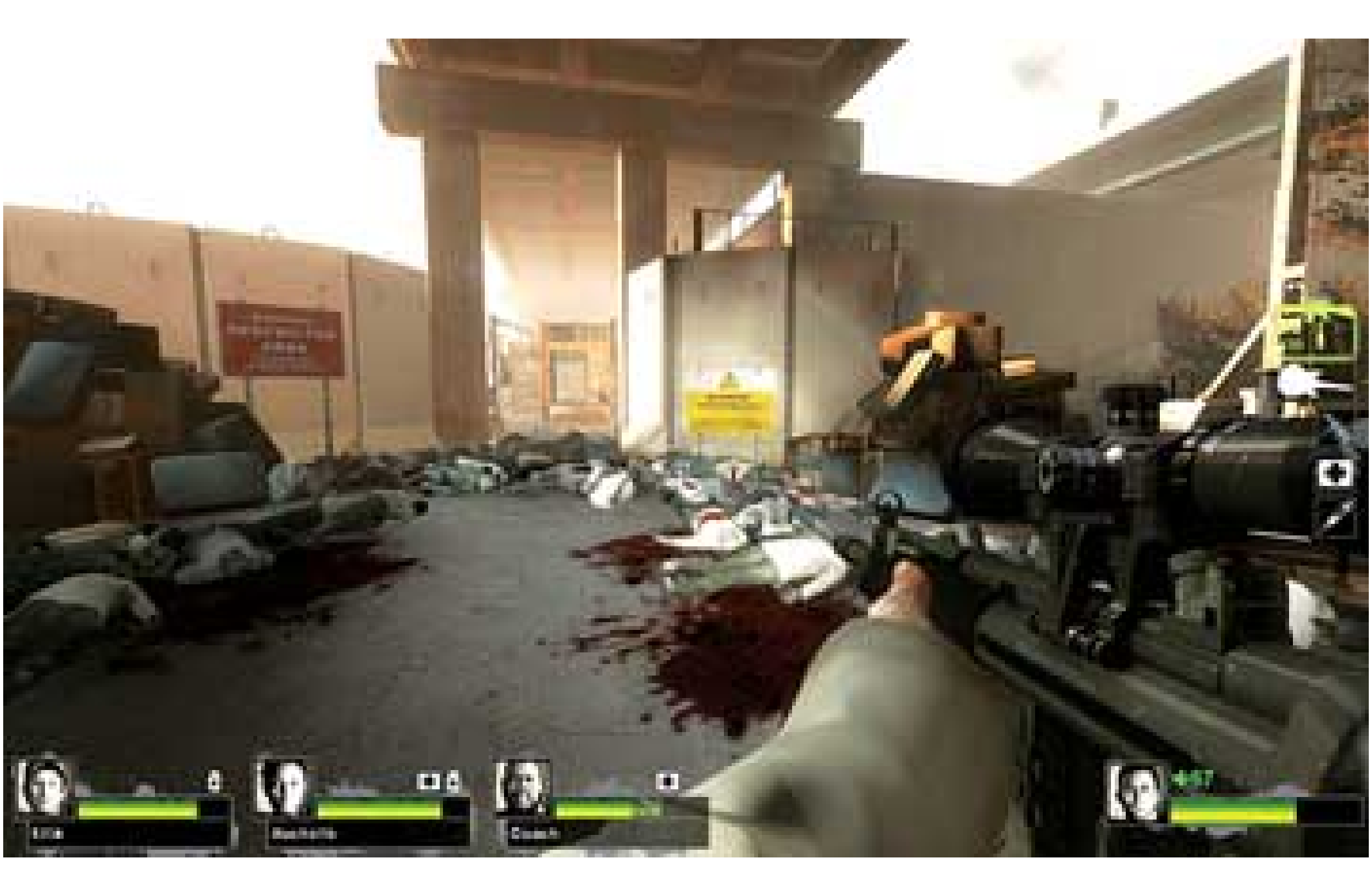
The Doomed Evacuation

Exit the alleyway into a stretch of scrubland behind the row of houses under the freeway, where the general public was left to die or mutate into the disgusting forms you're currently cutting your way through (picture 1).



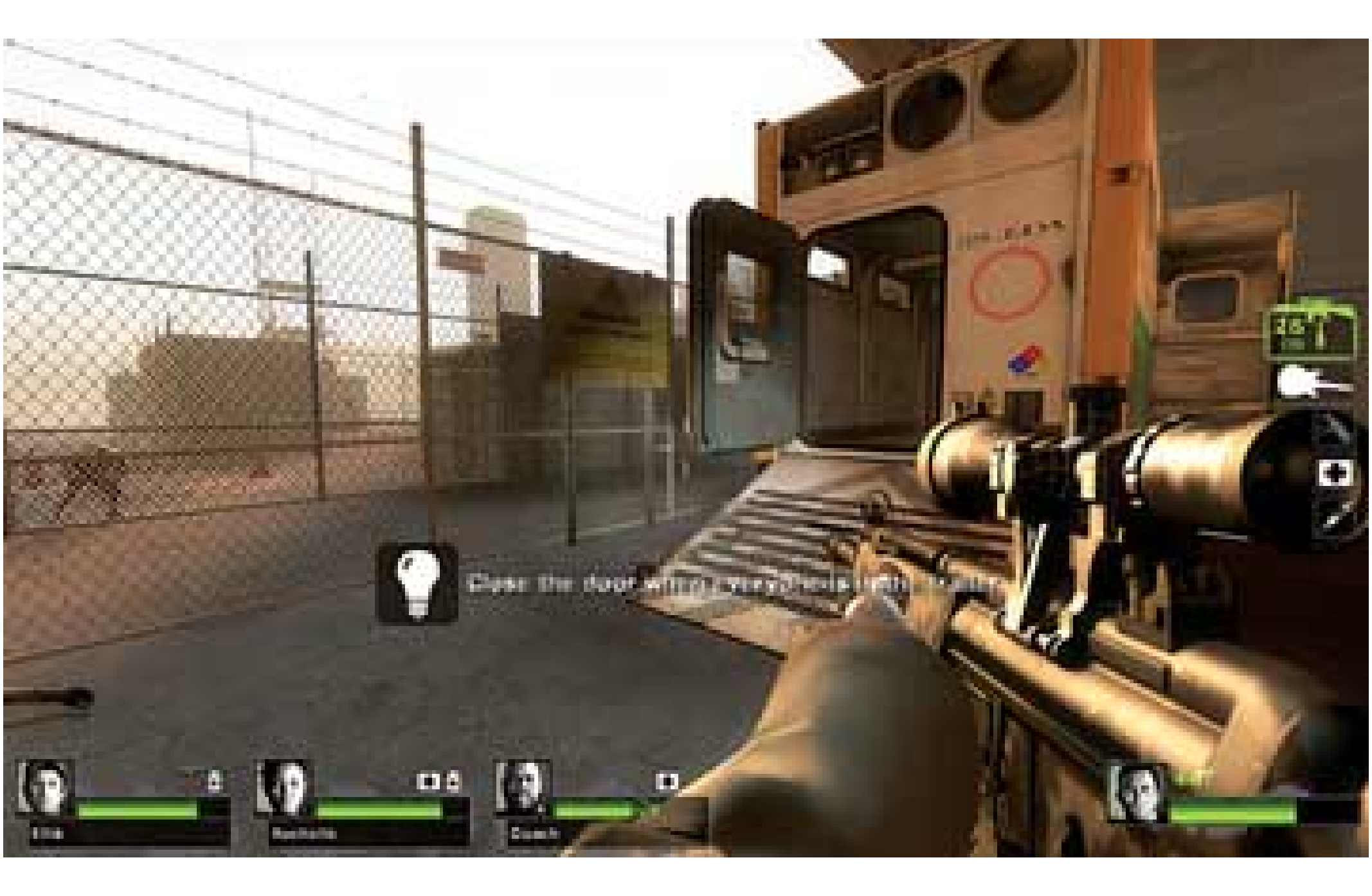
3A

Slaughter everything that isn't a Witch (in the melee and wide-open theater of combat, it is often difficult to spot a Witch until it's too late, so listen for the weeping). Push onward, hugging the buildings on the left side so foes can only attack in a 180-degree area to your right, and so you can pick up any items left in doorways or on the ground. Continue moving over or around the strewn barricades toward a giant pile of suitcases and rotting corpses (picture 2).



Safety in the CEDA Trailer?

Run into the initial corner of a large bus depot that has been turned into a quarantine area. This massive forecourt has been segmented by a winding, fenced pathway that ends at a scaffold structure (Location 3F).



3B

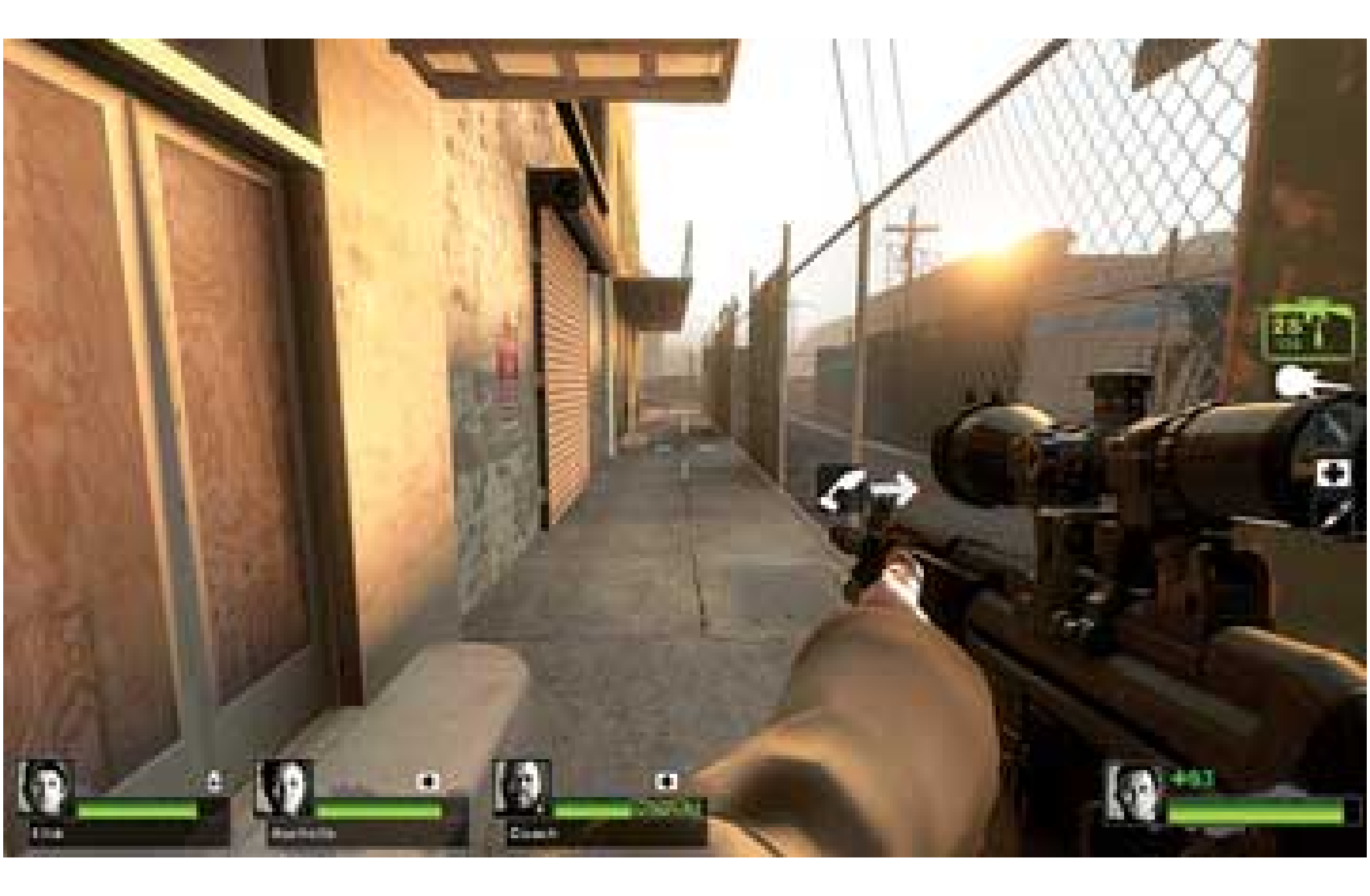
You may be able to see (and cut down) a few foes behind these fences, but to enter the area you must board the CEDA trailer. The trailer has a one-way locking mechanism, so everyone on your team must be inside before the door behind you is sealed, and the other one is opened. During this time, stock up on any vital items.

Caution

This CEDA security trailer looks tough, but has an incredibly fatal flaw: an open skylight that Special Infected (and even a Tank) can drop down through and decimate your team! Be very aware of this fact and flee the trailer if this should occur.

Perimeter Breach

Follow the pathway shown on the guide map: The only way is to head left and then immediately right, moving down the long, straight sidewalk. You're given instructions to deactivate the alarm to open the exit doors out of this quarantine area, which is suspiciously deserted.



3C

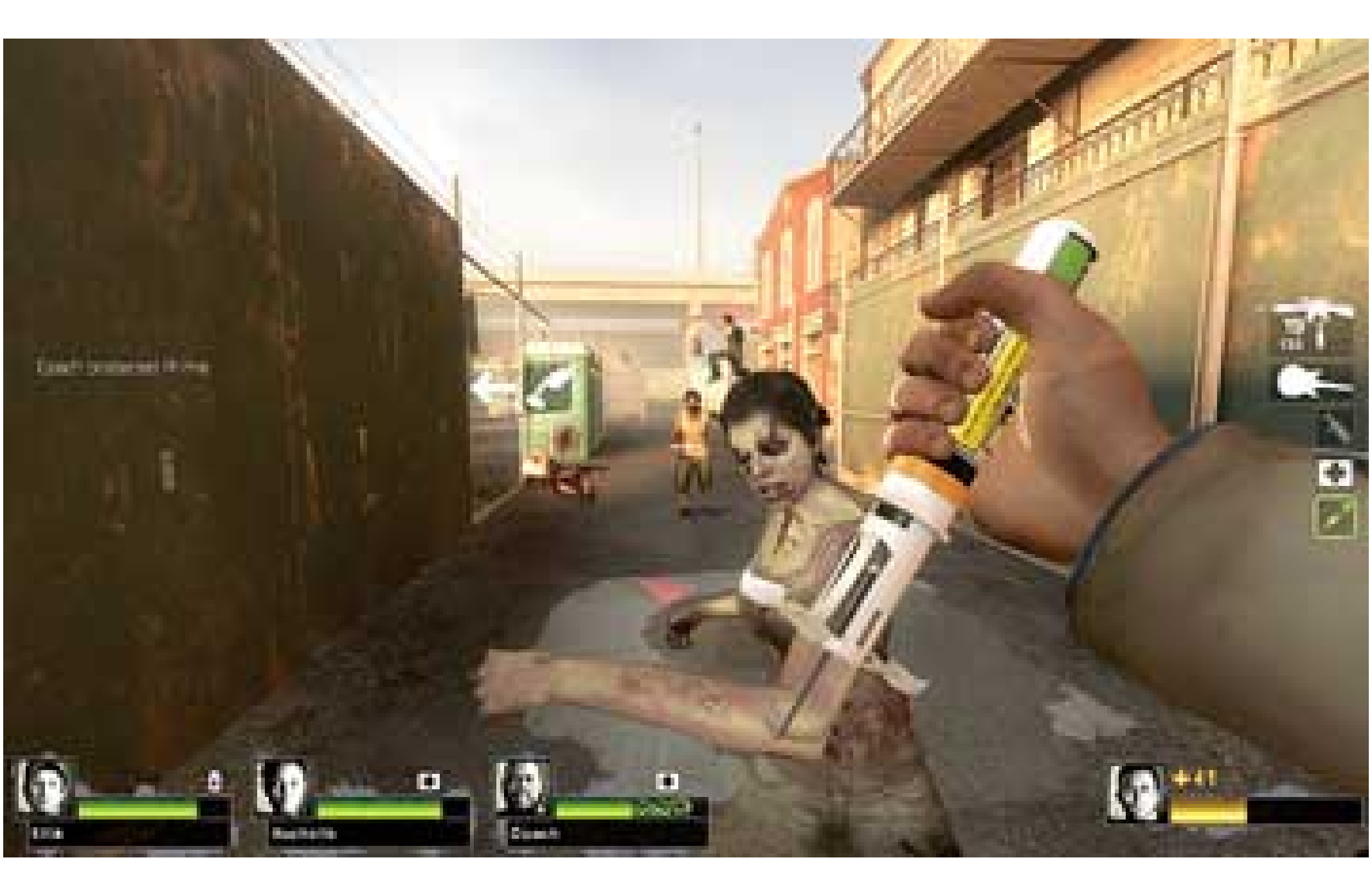
It becomes rather more crowded entities as soon as you reach the end of the sidewalk corridor and turn right, passing the sign marked "Warning Restricted Area."

Caution

Warning! As soon as you step off the sidewalk into the restricted area, the alarm sounds and the Horde arrives. Be sure you're ready to reach the alarm switch (3F) and have planned the route!

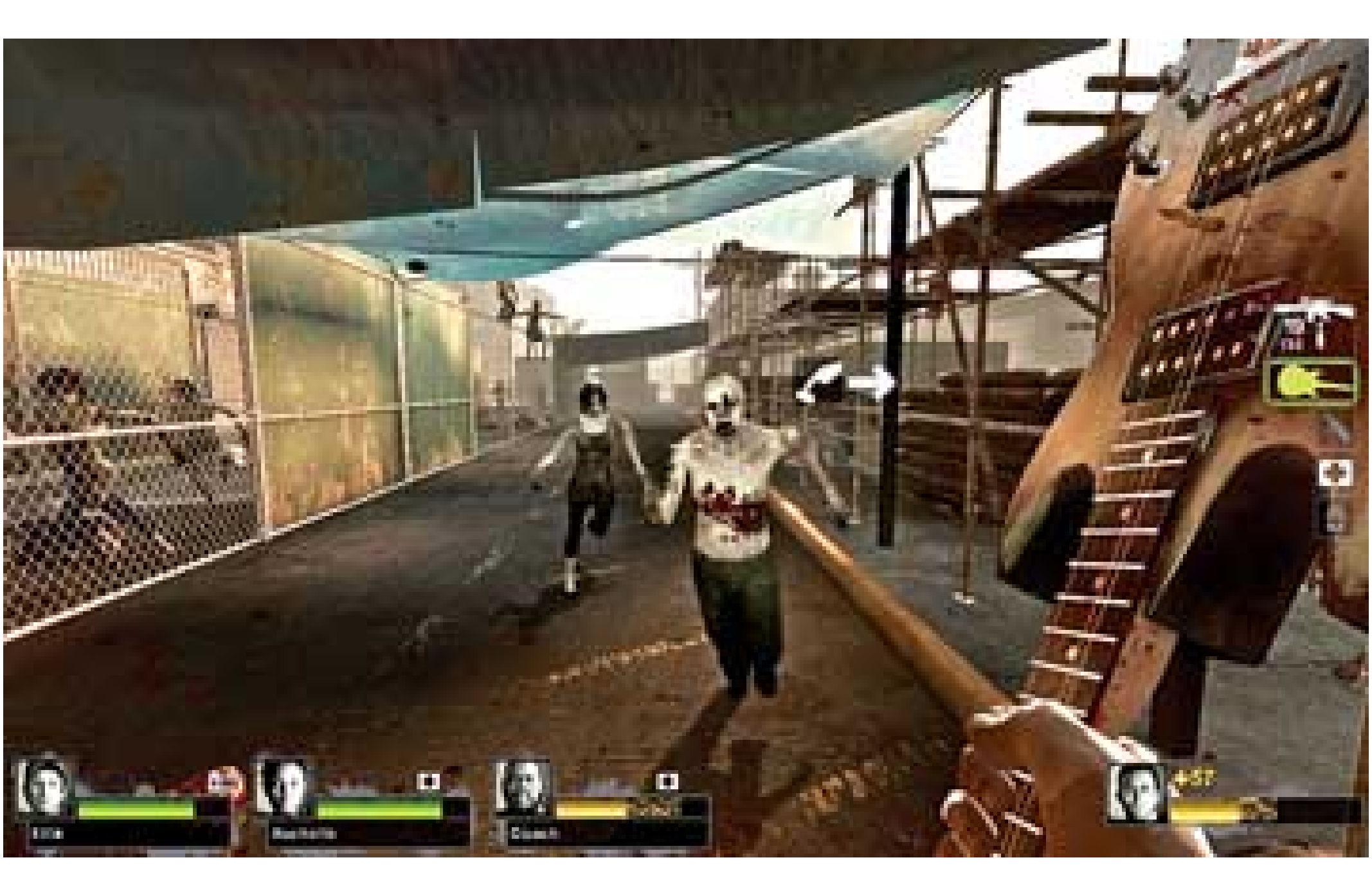
Restricted Area Rampage

Enter the restricted area between the two green wall sections and make the most rapid inspection of the items under the green tent as you can. The Horde has arrived! You must immediately battle back and forth through the fenced corridors as you gradually work your way toward the scaffold platform in the middle of the quarantine parking lot (3F). Sprint forward, optionally using Adrenaline to increase your speed (picture 1).



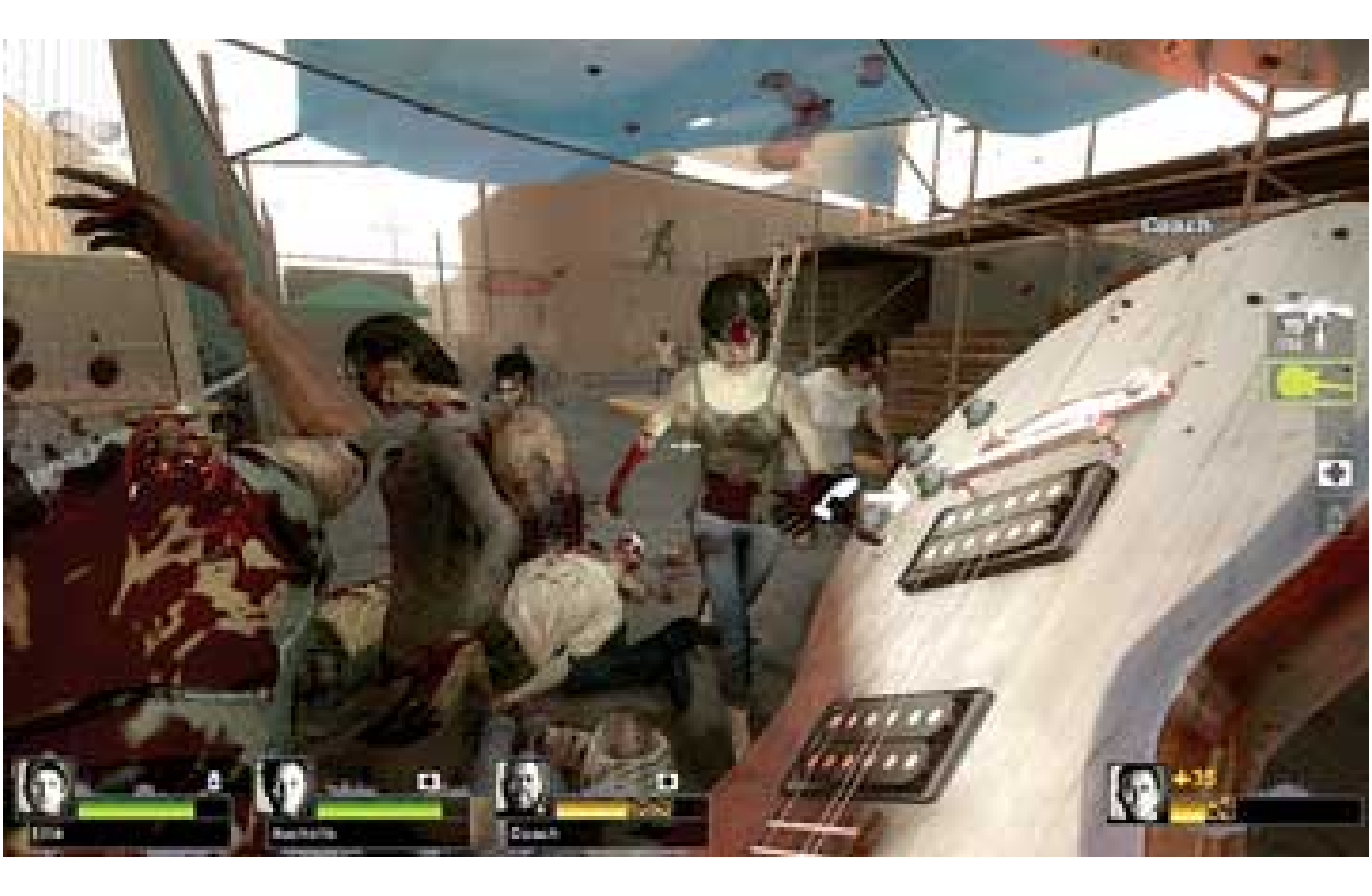
3D

Continue to run forward, around 180 degrees, and down the third (inner) fenced corridor, which has the scaffold structure on your right. A Melee Weapon is handy because it doesn't slow you down (picture 2).

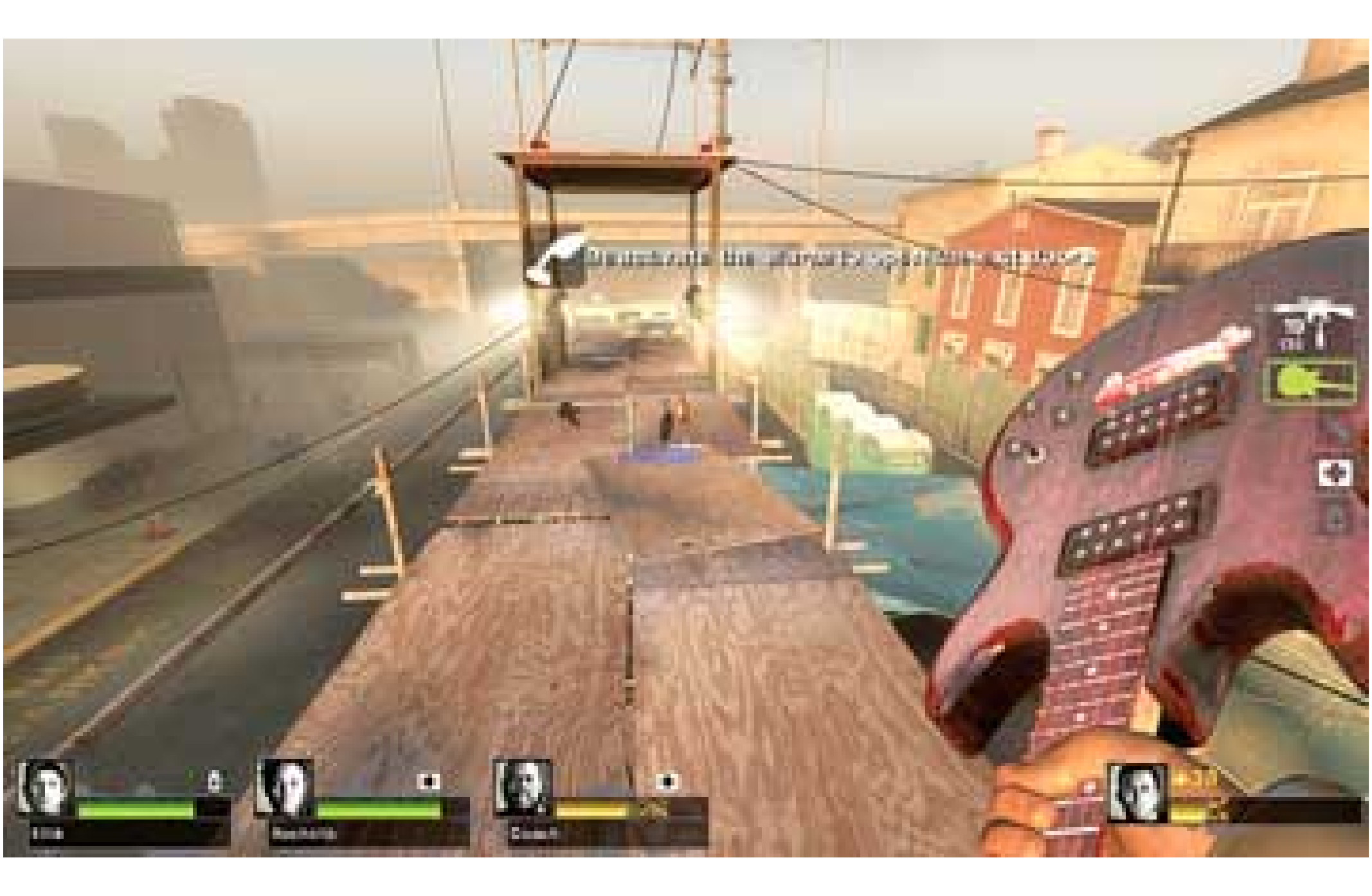


3E

At the end of this corridor section are two ladders (picture 3). At least two of you need to ascend to the scaffold platform overlooking the entire area (picture 4). There's constant threat of attack by clambering Common Infected and Special Infected, too.



Shrug these off and deactivate the alarm switch as quickly as possible. When you reach the two ladders, ignore any wails of your teammates until that alarm is off! You can't effectively end this nightmare until the Horde stops reacting to that alarm!



3F

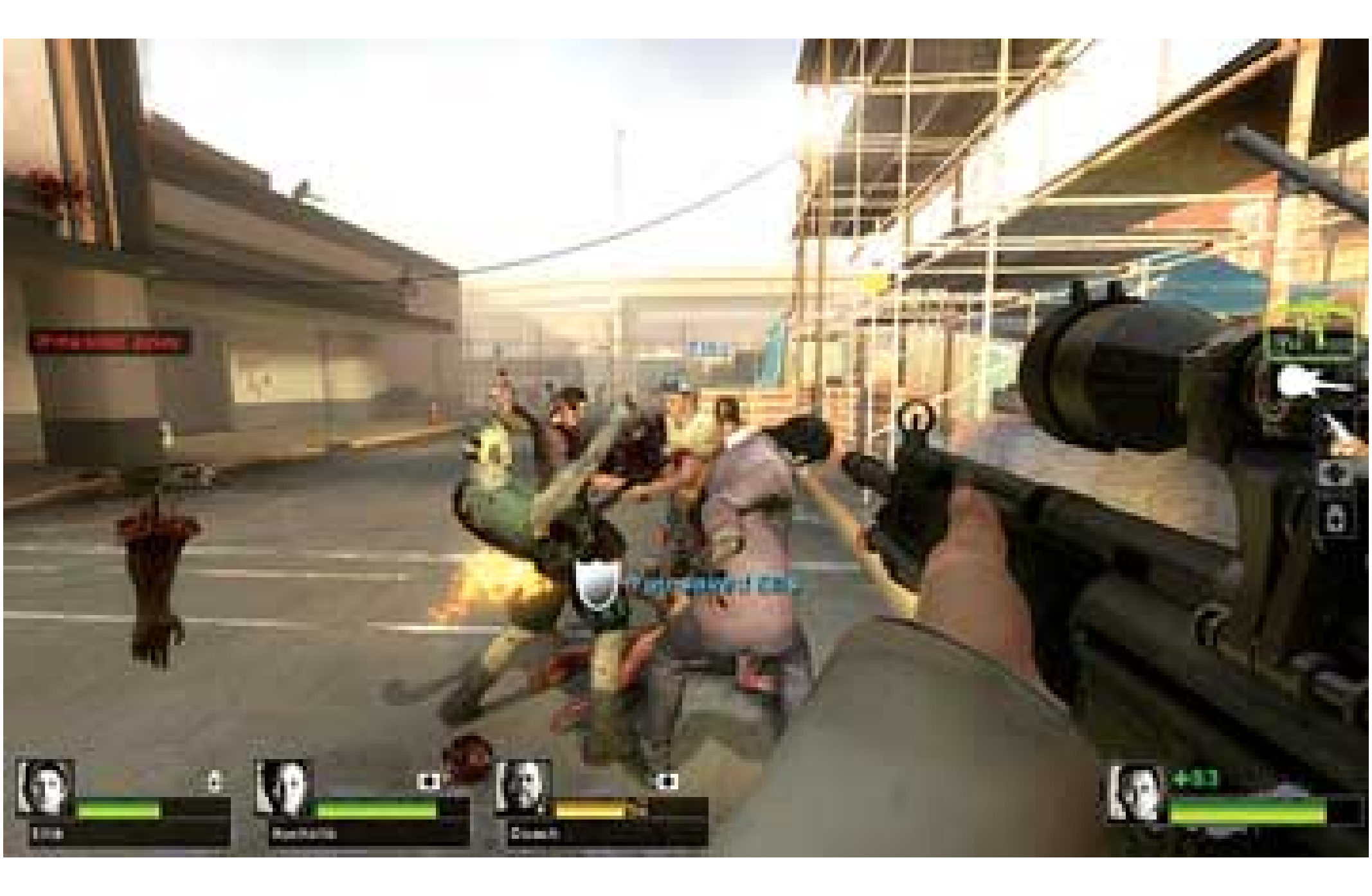
Tip

Adept and quick Survivor movement is particularly important because Special Infected (especially Smokers) can grab or pull you from the other side of the fences, impeding your movement and stalling progress severely.

If you can all take Adrenaline at the same time, arm yourselves with Melee Weapons or close-combat guns (Shotguns are great), and run the corridors without stopping, you stand a chance. Only stop if a huge mass needs quick culling, or one of you is stopped by a Special Infected. Don't split up!

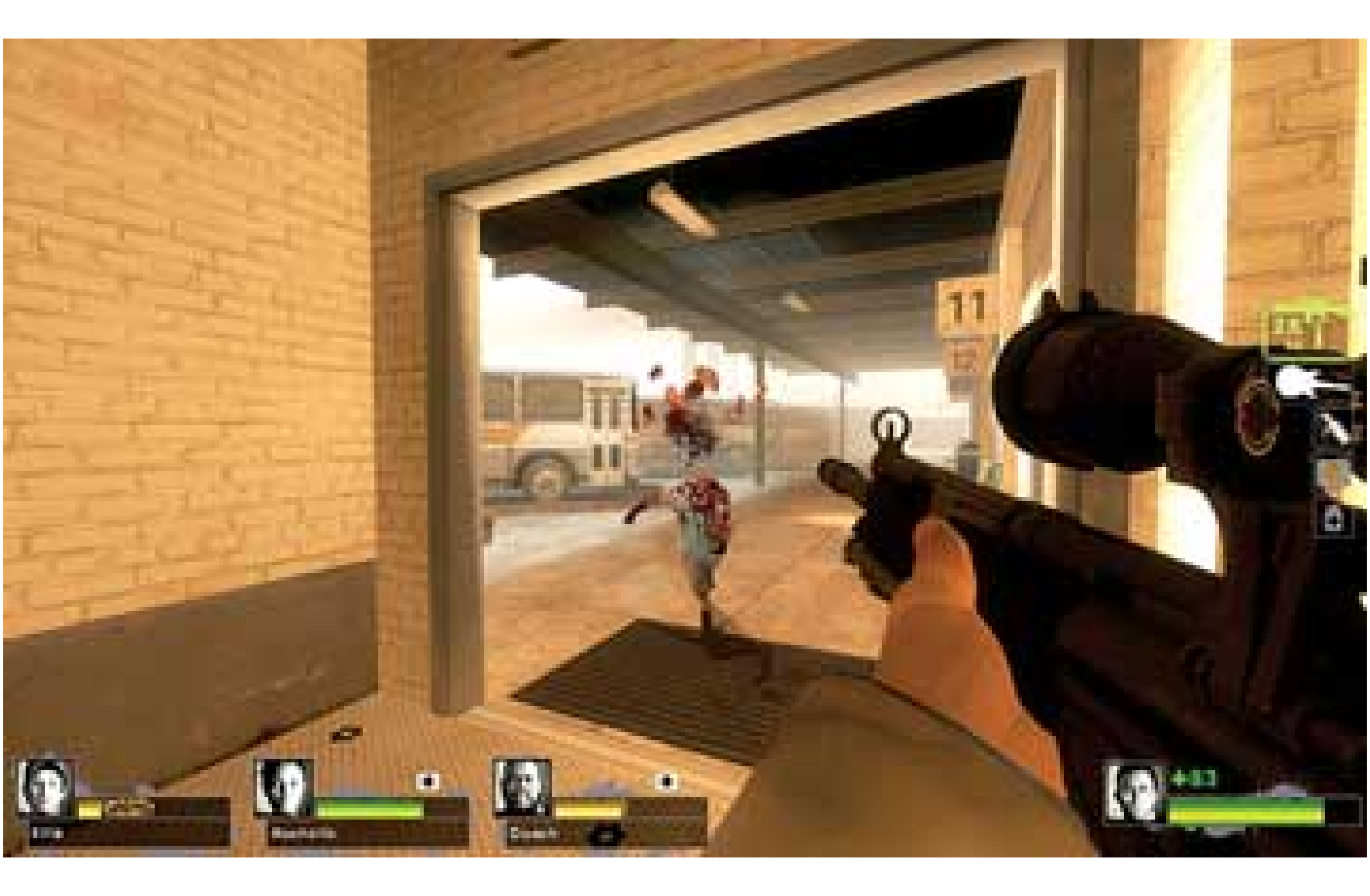
Back of the Bus Depot

While two of you guard each other on the upper scaffold and shut off that damn alarm, your friends should preoccupy the enemies on the ground below. If that means lobbing a Pipe Bomb, Molotov, or Bile Bomb, so be it. When the frenzy is over, drop down and help nullify any Infected remnants (picture 1).



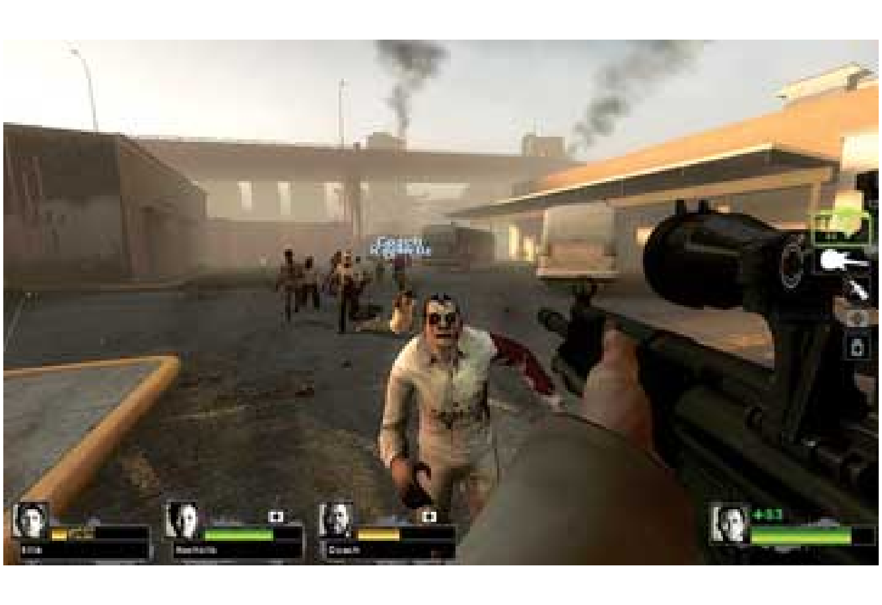
3G

Watch for foes dropping down from the main bus station rooftop. You may now inspect the vicinity. There's a gruesome collection of body bags near a dead-end warehouse interior inside the red brick building. Don't head in there during combat as you may be surrounded.

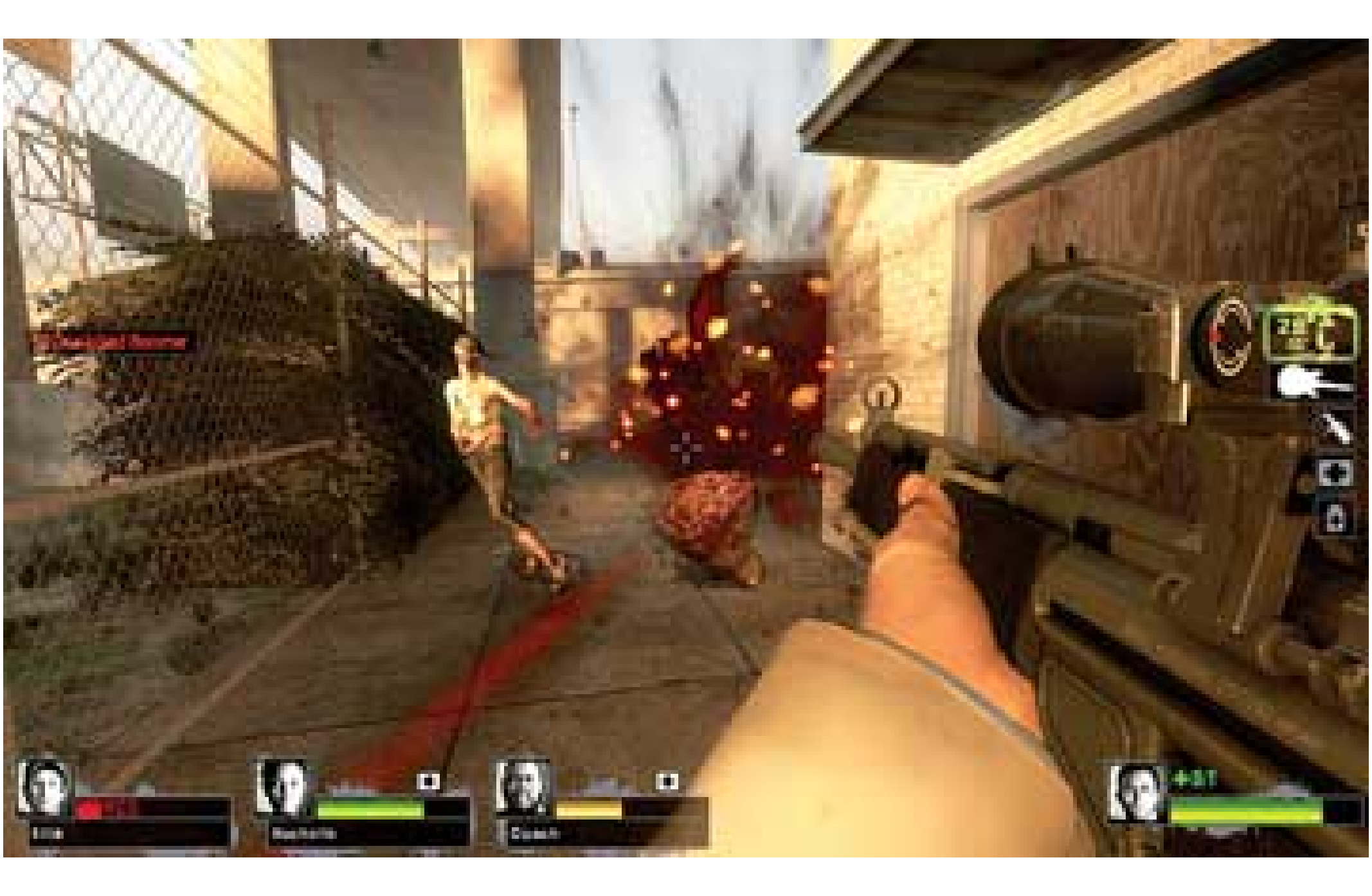


3H

Move inside the bus station via the main entrance (visible on picture 1) and through the interior until you reach the bus stops in the back (picture 2). So that you won't be not swarmed by Infected as you head around the next corner and escape, move into the large tarmac parking lot behind the buses (picture 3) so you can effectively deal with any remaining foes in the area.

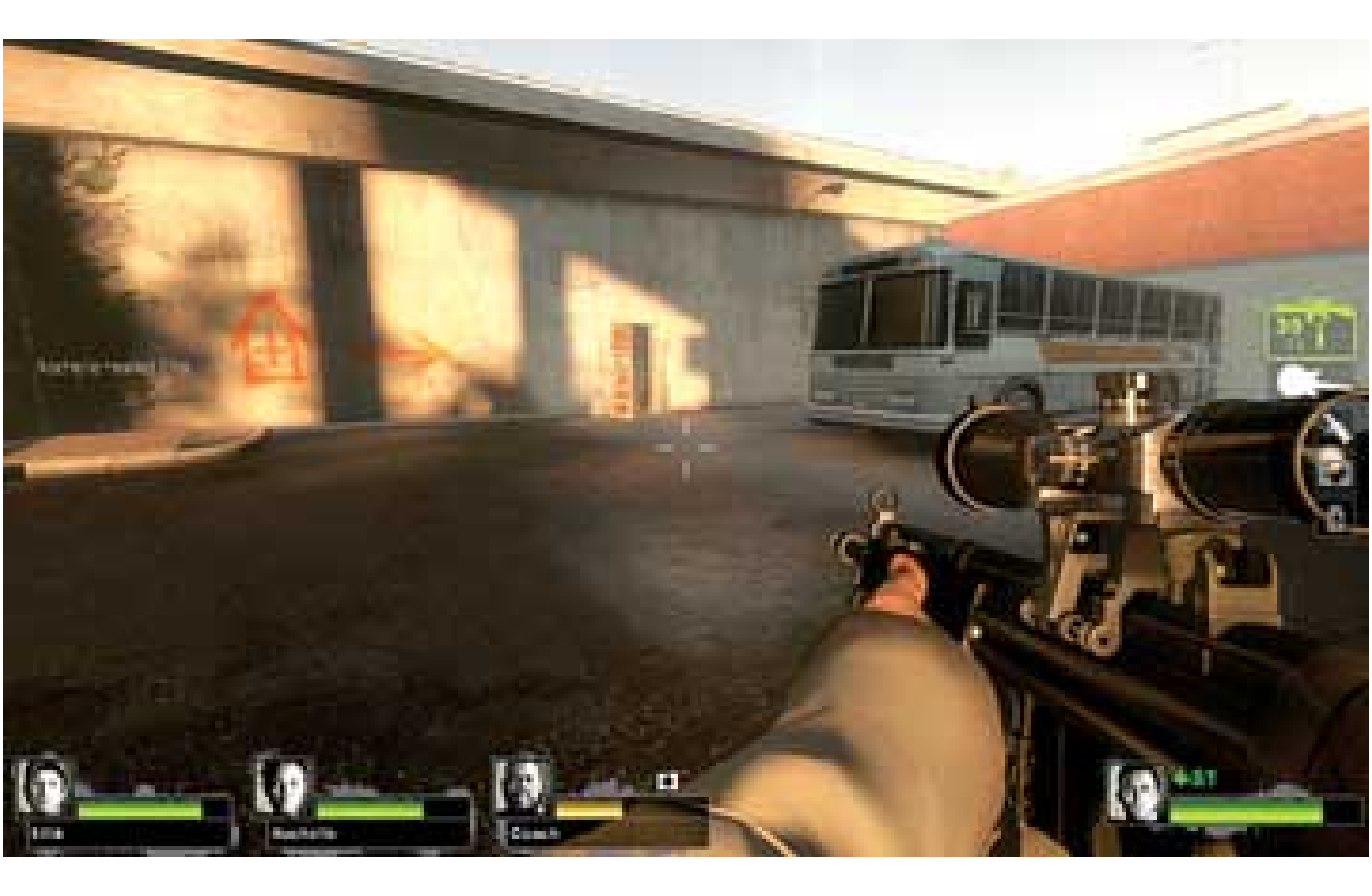


Safe and Sound

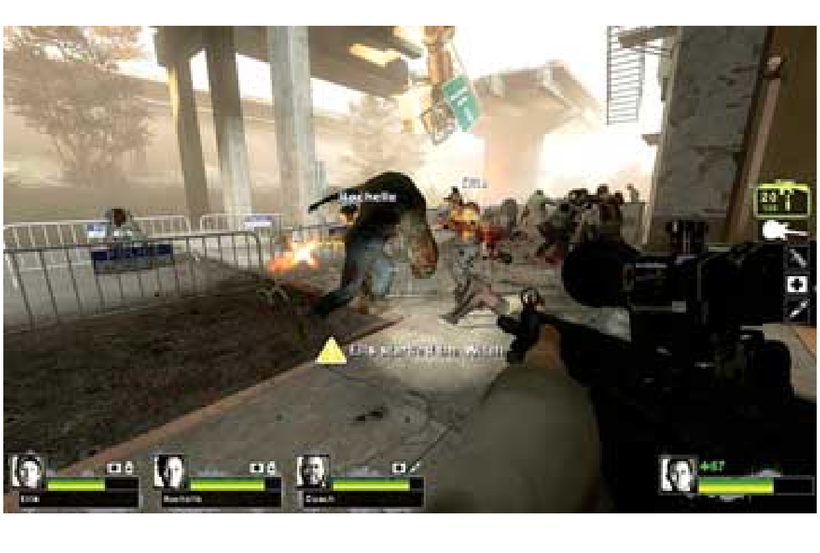


3I

You're almost at the Safe Room, so jog to the corner, past the last parked bus, and turn right. Run along the sidewalk between the mesh fence and rear of the bus station. Although you're only feet away from safety, don't get complacent because a Special Infected attack could occur at any moment (picture 1). Those buses are easy for your freaky foes to lurk behind. Dash for the easily spotted Safe Room (picture 2) and nurse your wounds.

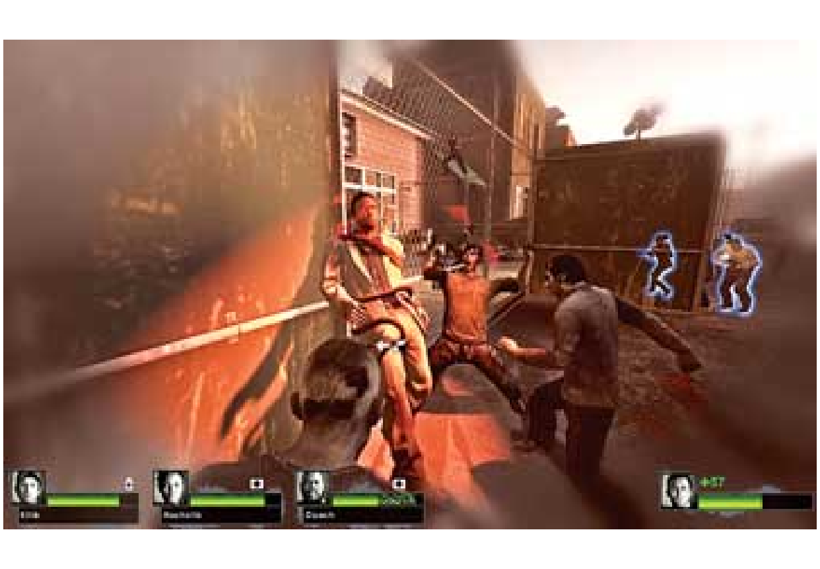


Effective Infected

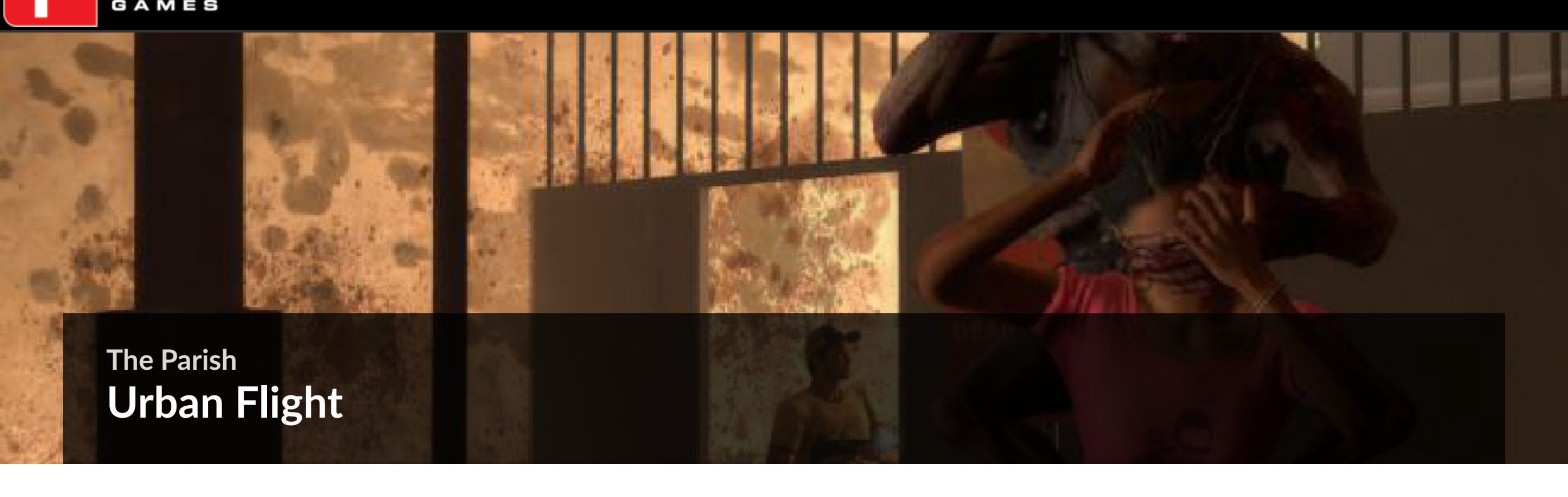


The bus depot is another excellent area for the Special Infected to wound, delay, split up, and eventually defeat the Survivors, as long as you plan attacks accordingly. Before the CEDA Trailer (3A), attack with the Common Infected, following the foes from the alleyway because they don't usually look behind during this combat. The long, thin road makes Chargers a good option (picture 1). As always, attack if a Witch is nearby.

When your Survivor foes are in the CEDA Trailer (3B) and you've spawned as a Tank, break through and drop in from the skylight to really harm them.

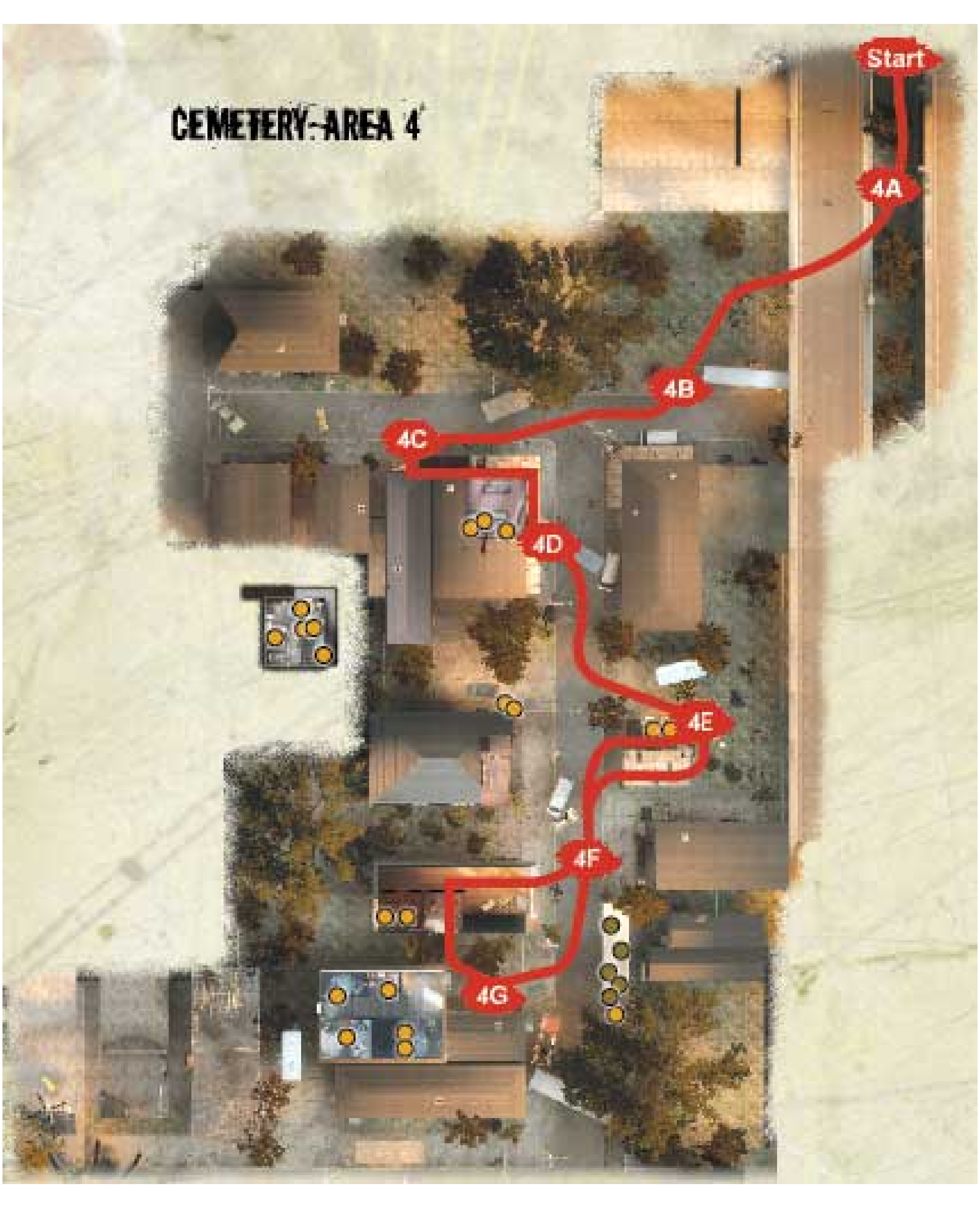


The fenced quarantine area is a fantastic place to tether a human to a wall (picture 2) and let the Horde do their job. Splitting the team up is easy, and you have the benefit of dropping down from rooftops, climbing over the fences, and massing near the ladders to prevent foes from ascending to stop the alarm. Concentrate your forces here.



The Parish

Urban Flight



A.I. Director's Cut

Vehicles parked throughout this area may be alarmed, so look for warning information and avoid them accordingly.

Knee-Deep in the Undead: Cemetery Overview

Farther into the city, the zombie apocalypse has been going on for days, and the urban streets are filled with the ravenous undead. After a couple of altercations under the freeway, you emerge and seek a way around a bus that is blocking your path.

You then weave through different houses, watching out for ambushes in the homes' dark recesses, before reaching a sewer hole that leads directly into an impound car lot. Try to sneak out to a ladder leading up to the freeway, which is promptly bombed by military jets.

This forces you to take in some additional sights, such as the Cemetery of Saint Roche (an apt historical figure, given his role during the bubonic plague 700 years ago). But you're not here for history lessons—get to the Safe Room inside the Double Gallery house after your tour of tombs is over.

+ The urban streets are an elongated maze, but the building interiors offer decent protection (as you know where attacks will arrive from), which allows you to heal.

+ Although many impounded cars are alarmed, if you sheath your weapons (so you don't shoot any vehicles) and sprint out in a straight line, you can avoid combat completely.

+ The maze is tricky to navigate unless you use the obelisk in the middle of the maze as a landmark and the position of the sun.

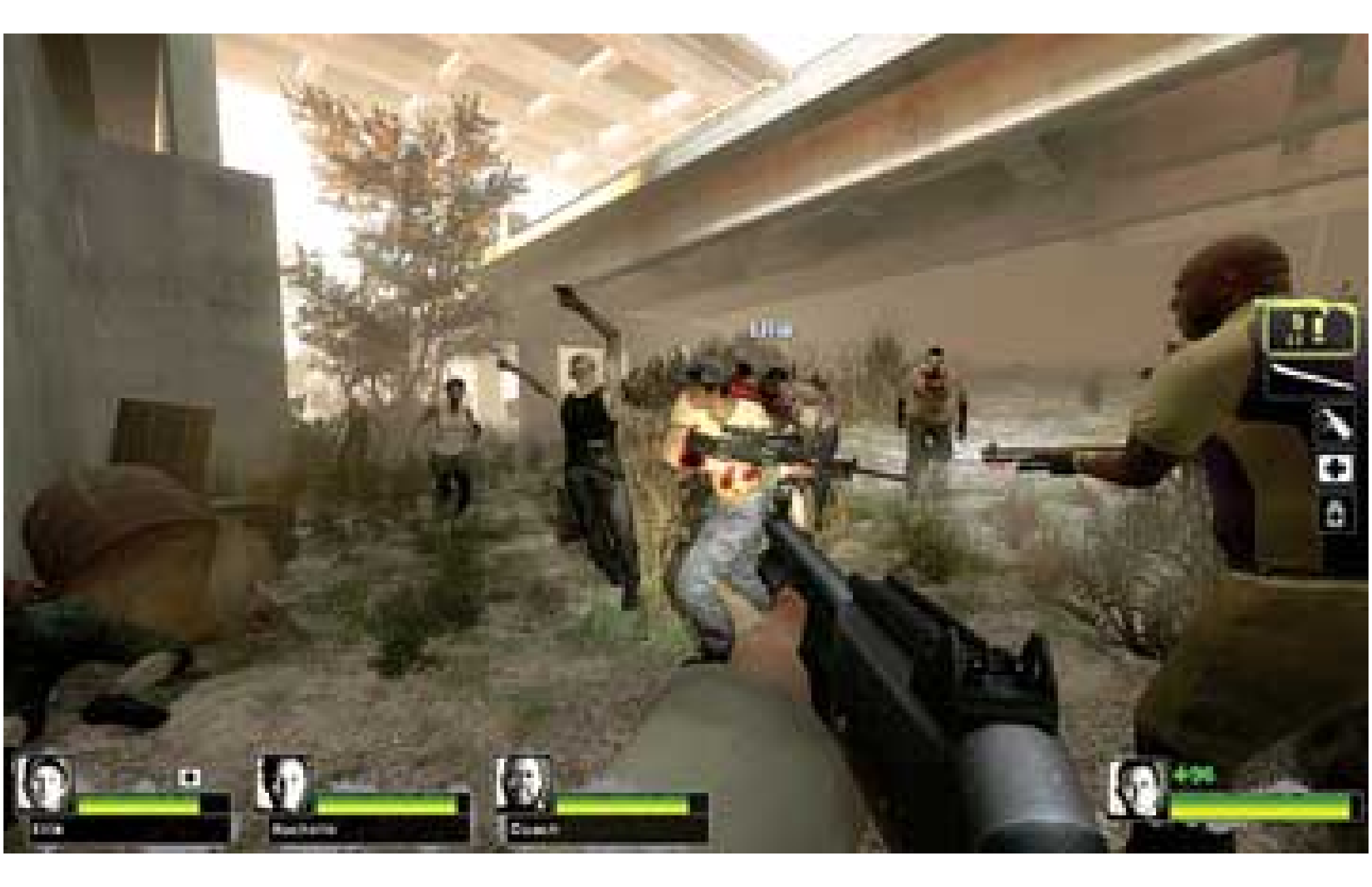
- Certain sections of this map (4D, 5A, 5D, and 6B) have one-way drops. Your team must descend at the same time or else stragglers face death at the claws of Special Infected.

- Special Infected love to knock you into cars inside the impound lot, and the resulting Horde can easily overwhelm you. Flee as fast as you can.

- The path of the cemetery changes each time you play, which forces you to attempt a different route each time. Don't get lost!

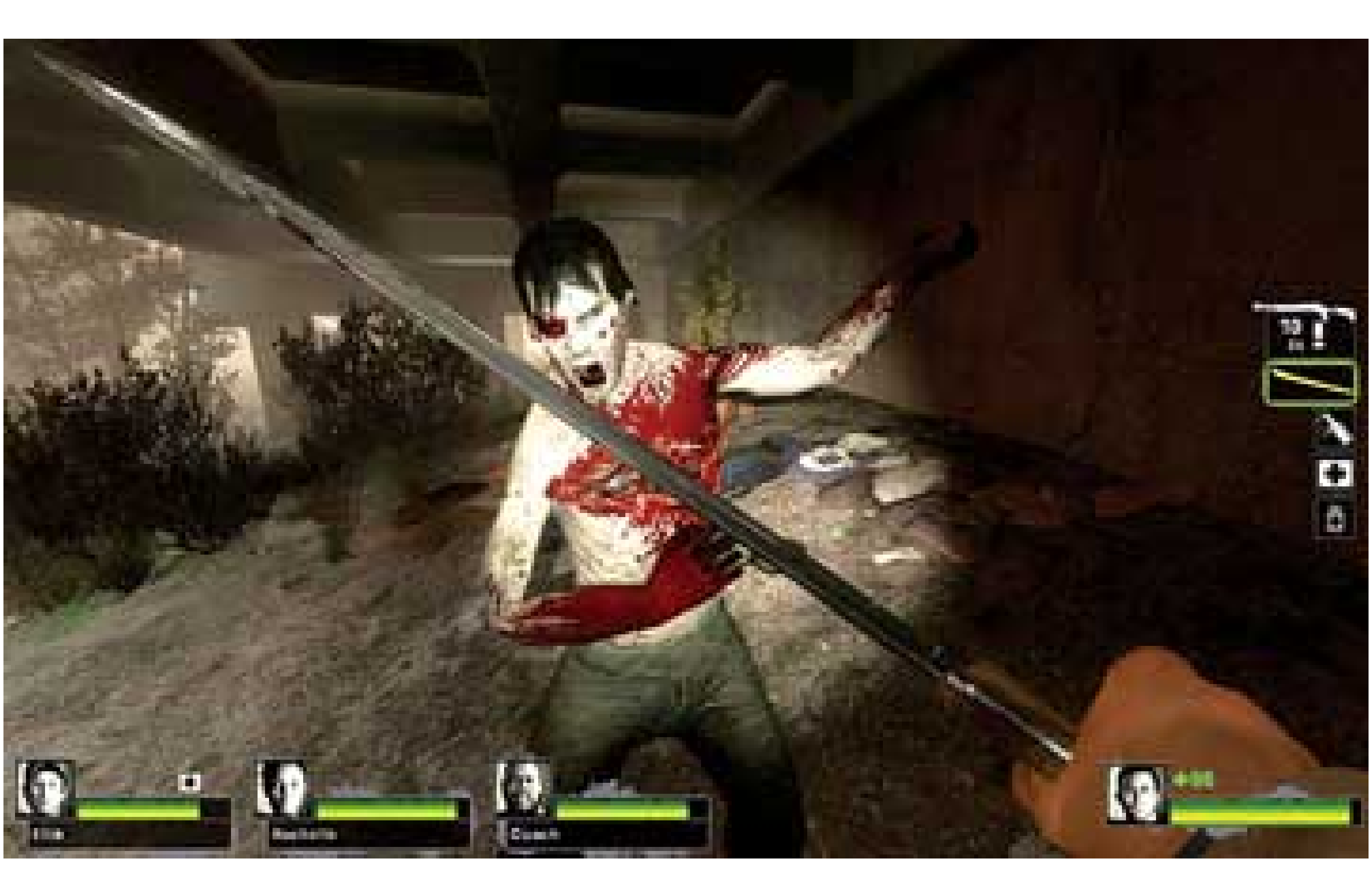
Under the Concrete Overpass

Once the healing and planning are complete, open the Safe Room exit door and step out under the massive concrete overpass, but concentrate on the grassy earth in front of you (picture 1). Edge forward after killing the initial waves of foes, then check the sleeping bags and refuse for items as you slice or blast additional enemies (picture 2).



Start

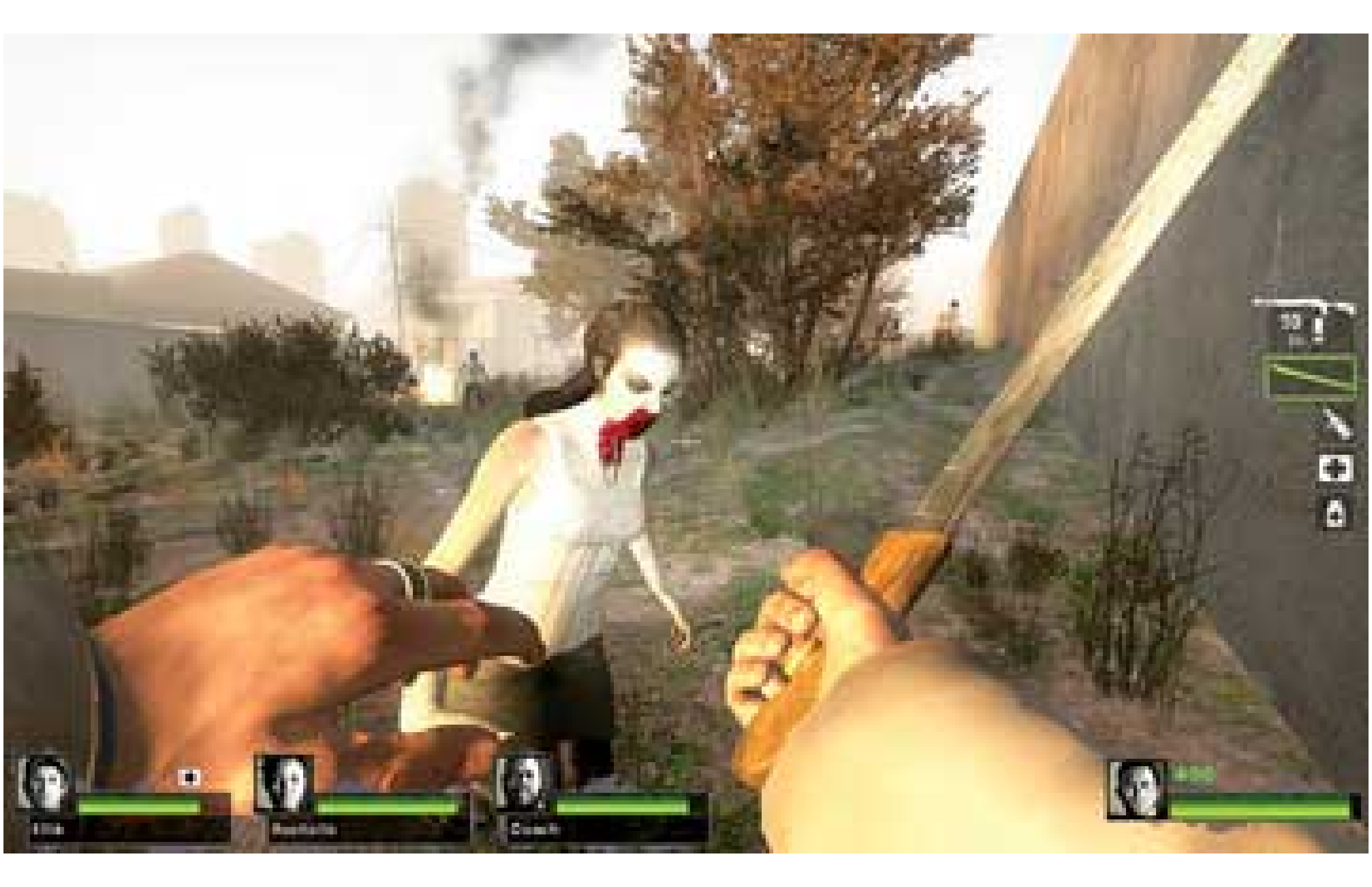
Clusters of refuse sometimes have items sitting near them, so check each pile of trash you see, as well as the concrete pillars for possible ambushes.



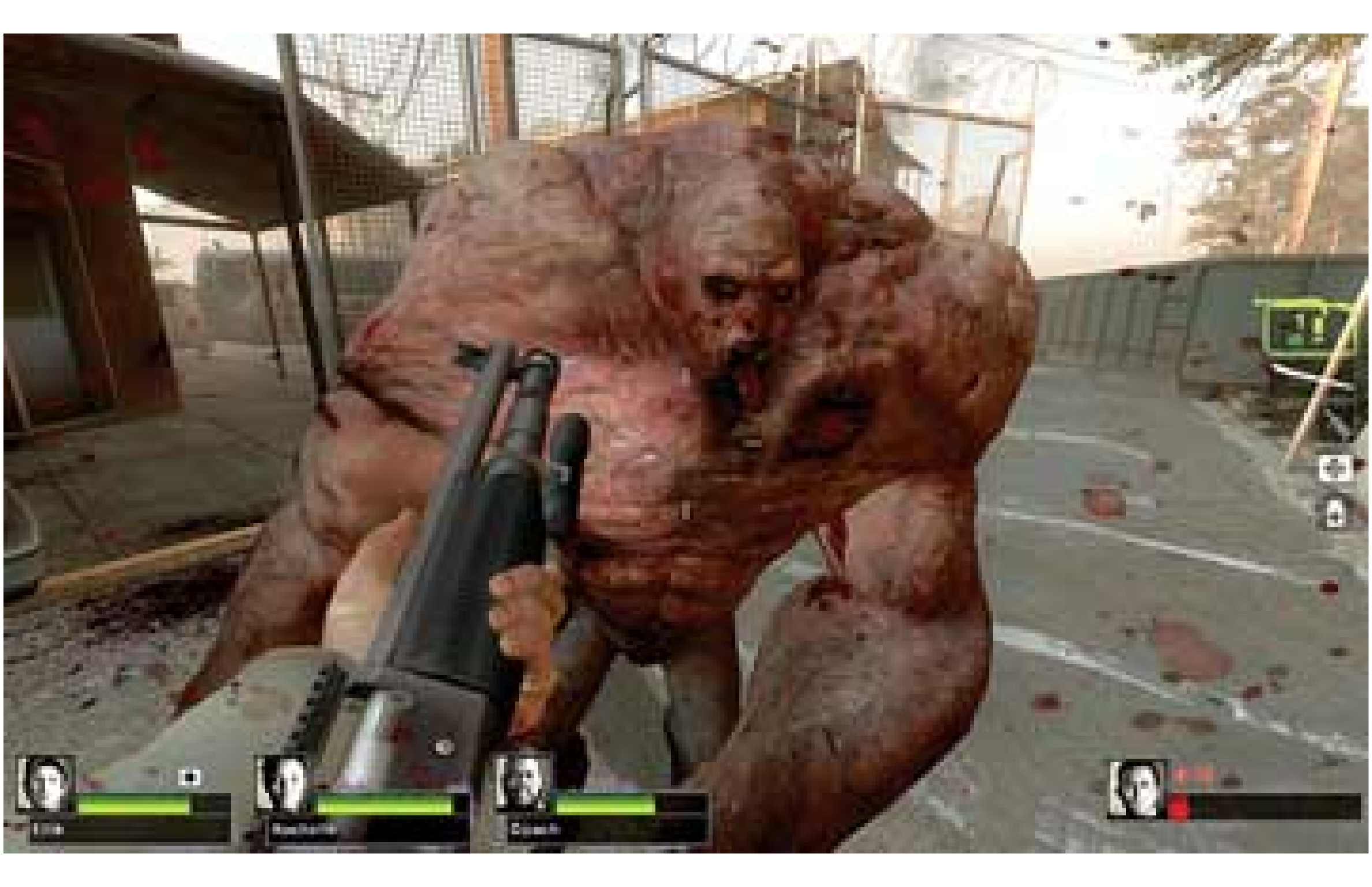
4A

Terror at the Tow-Away Zone

The grassy ground ends at a wall ahead of you, so look to the right for a campfire (picture 1) and head out from under the massive freeway structure and onto a small hillock. Switch your weapons from Melee to something with a bit of range.

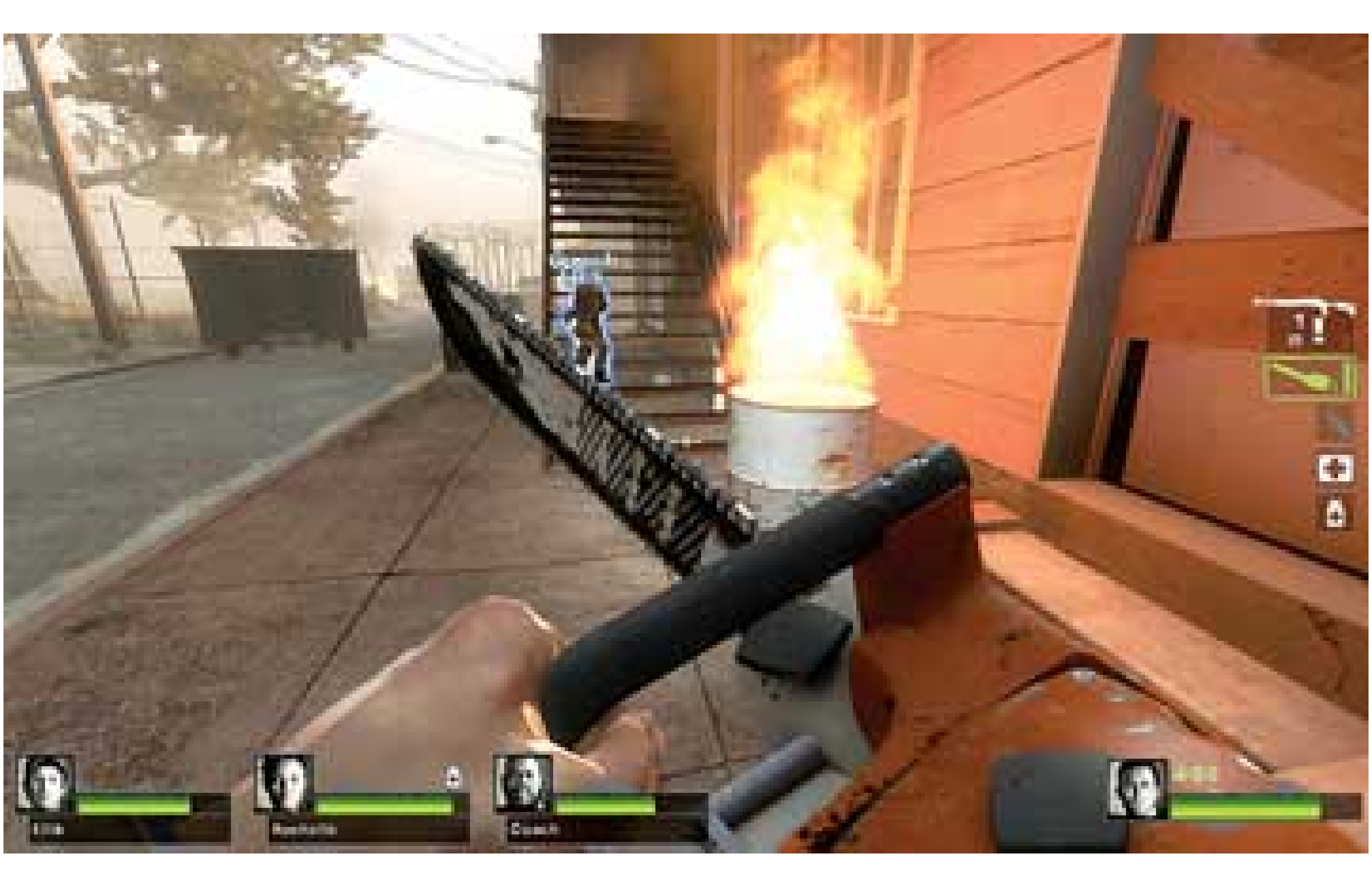


You can spread out as you check the immediate area, watching for possible Infected incursions from the freeway above. These can be dealt with using a projectile. Move forward toward the mesh barriers and pray that something massive and lumbering doesn't appear.



4B

If a Special enemy does rear its ugly, pustule-filled head (picture 2), you are encouraged to back away and use the large grassy space to strafe and take down the freak. Inspect the ground near the barrier; there's a sealed store to the left, but an open one on the right under some steps and a balcony. Head inside to secure items and then move to the flaming barrel at the bottom of the steps (picture 3) and ascend.

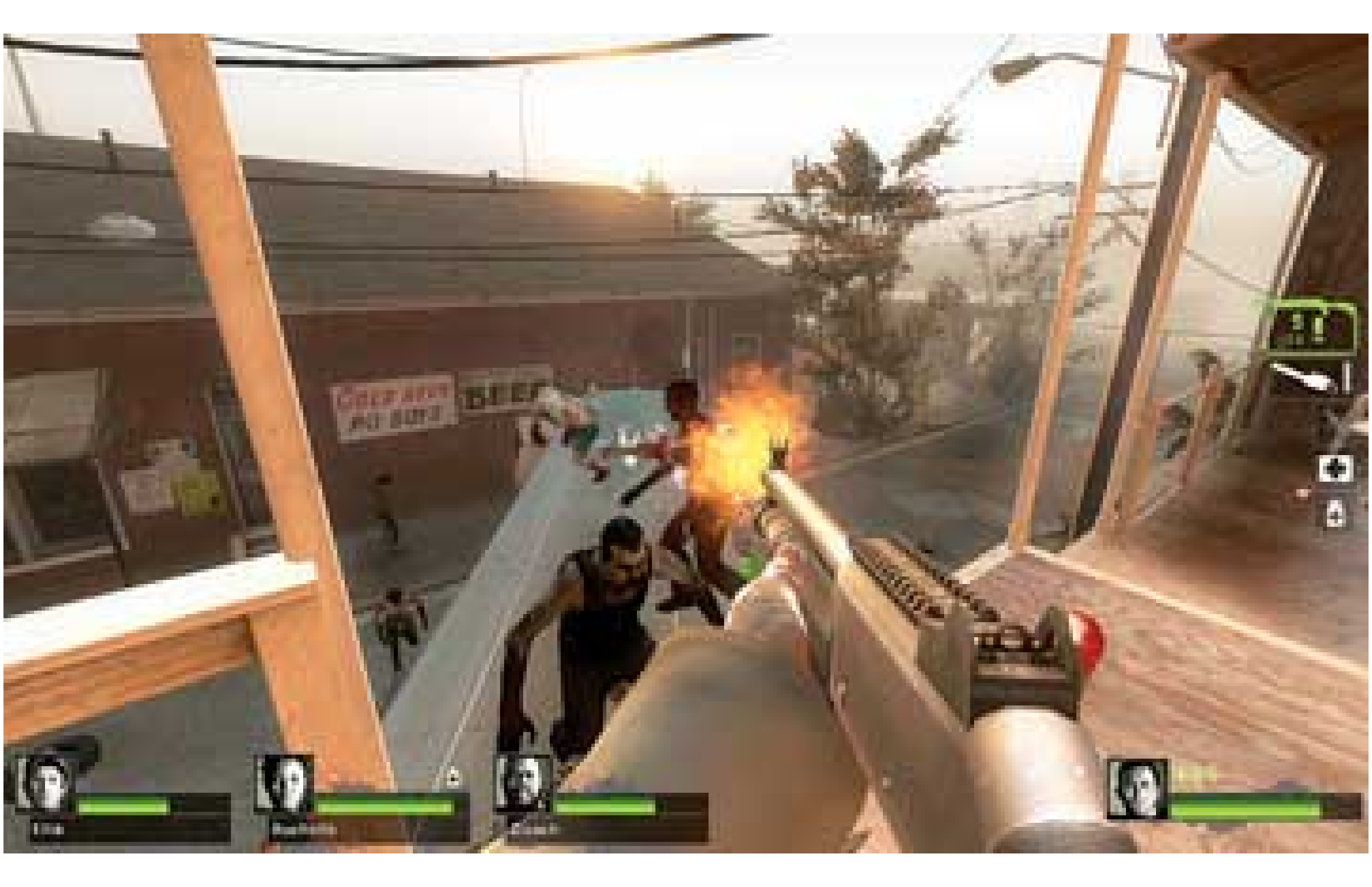


4C

Tip

The following location is likely to have more than one Special Infected attempting to waylay you. With this in mind, make sure your team takes appropriate defensive stances.

A Fair Amount of Fuss at the Blue Bus



4D

Climb the stairs, and quickly dive into the top floor of the building whose downstairs you just checked out. Up here are more items and possibly some Infected to take down, which is better than being ambushed by them from behind.

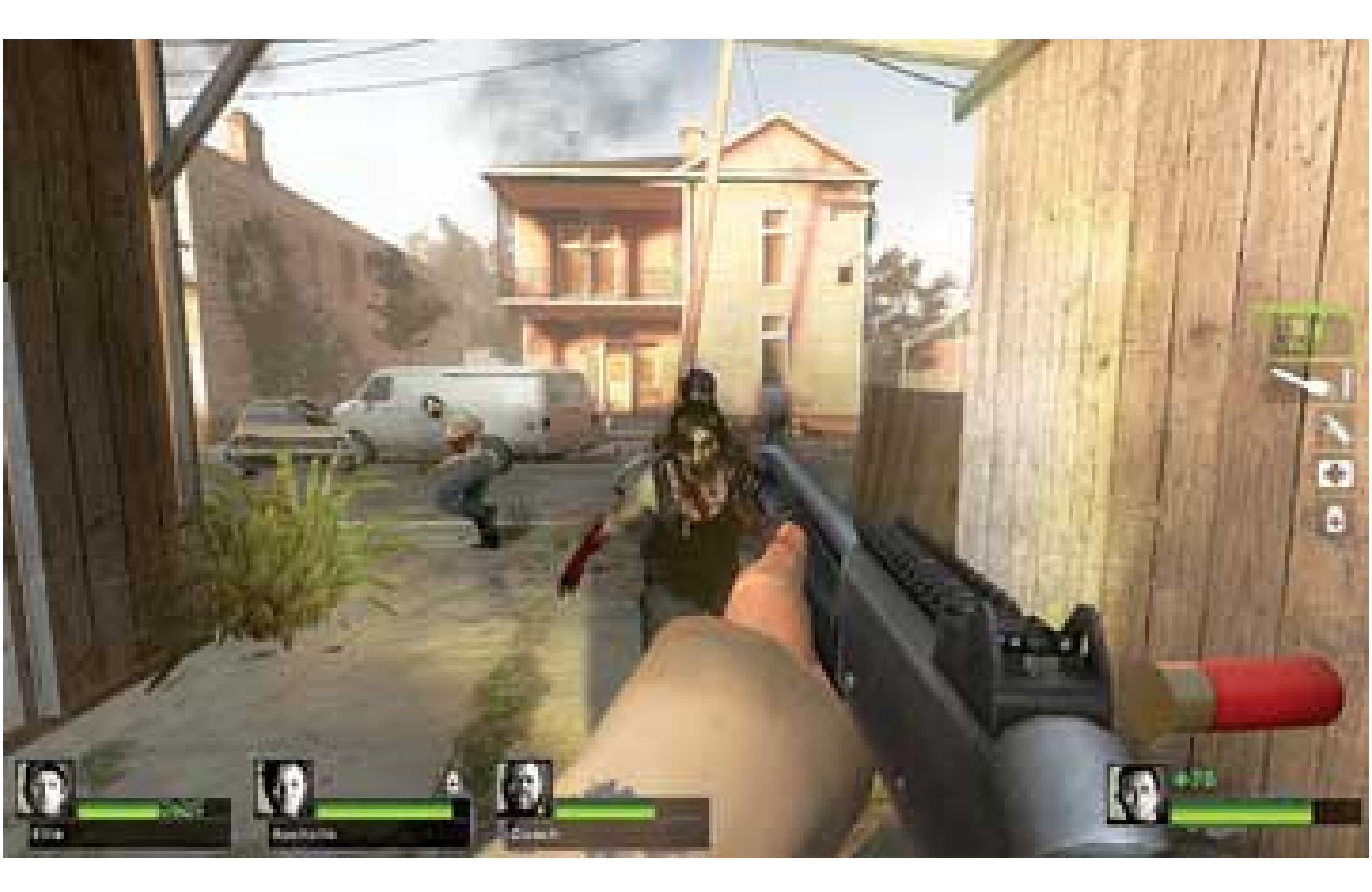
Have one or two of your team waiting inside, but looking outside to take down intruders. Exit and move around the balcony to the gap in the railing, so that you're about to step onto a bus with a blue roof (as shown).

This location can be extremely problematic as Special Infected love to try to split up the team as you blast foes, step onto the bus roof, and move down to the road on the right. The problem lies with the bus itself: Once you drop down, you can't retrace your steps. With this in mind, everyone should blast enemies from the balcony first.

There are good views here, and one of you can check behind for rear attacks. Now everyone, in unison, must drop onto the bus roof and then off to the right to land on the ground, so that there are no stragglers for the Special Infected to target.

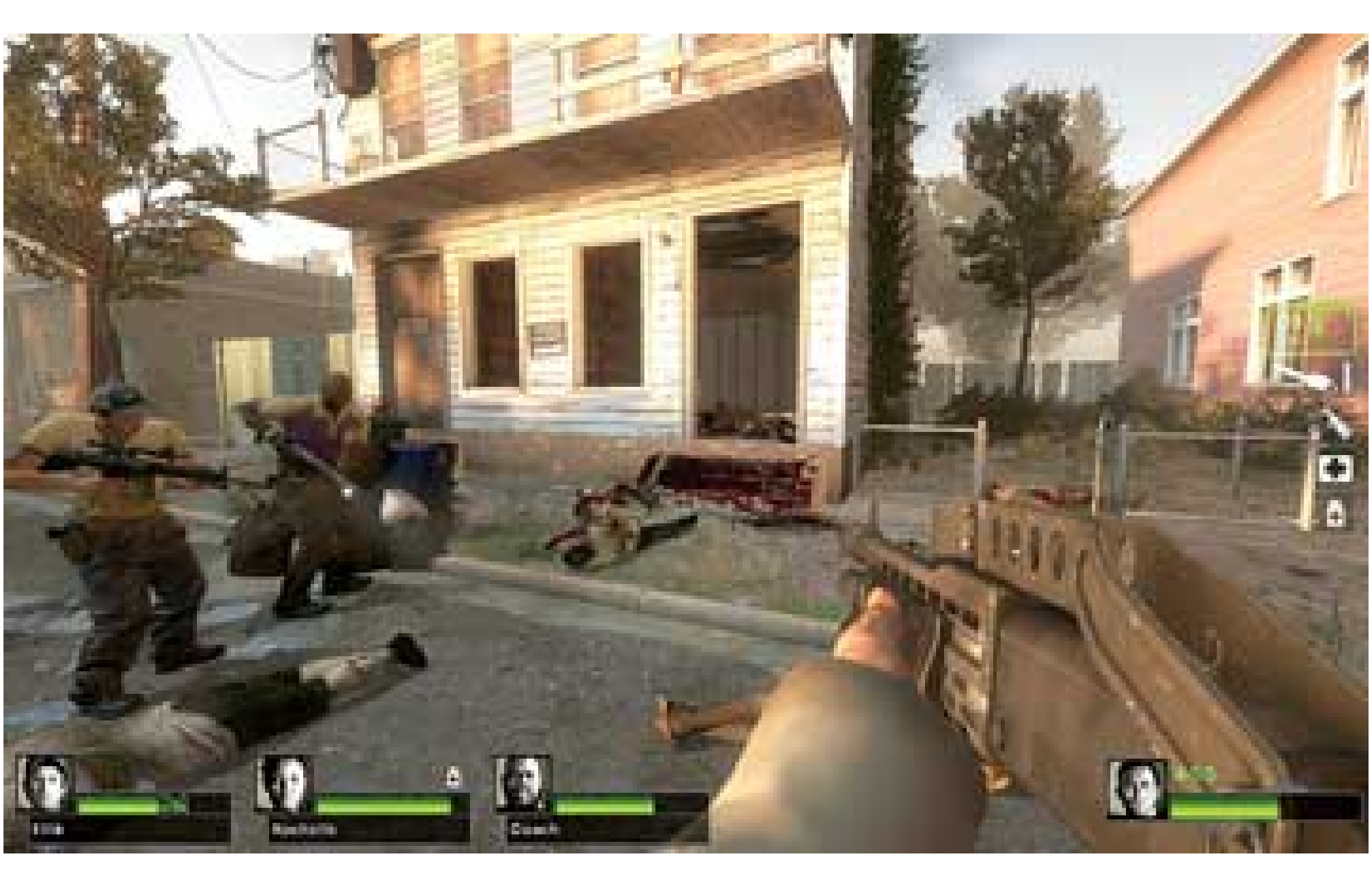
There Goes the Neighborhood

Move along the middle of the road, making sure your team is periodically checking left, right, behind, and above your usual eye level for incoming foes. At the fence that cut across the road, you're forced to the left into an overgrown backyard with a double garage.



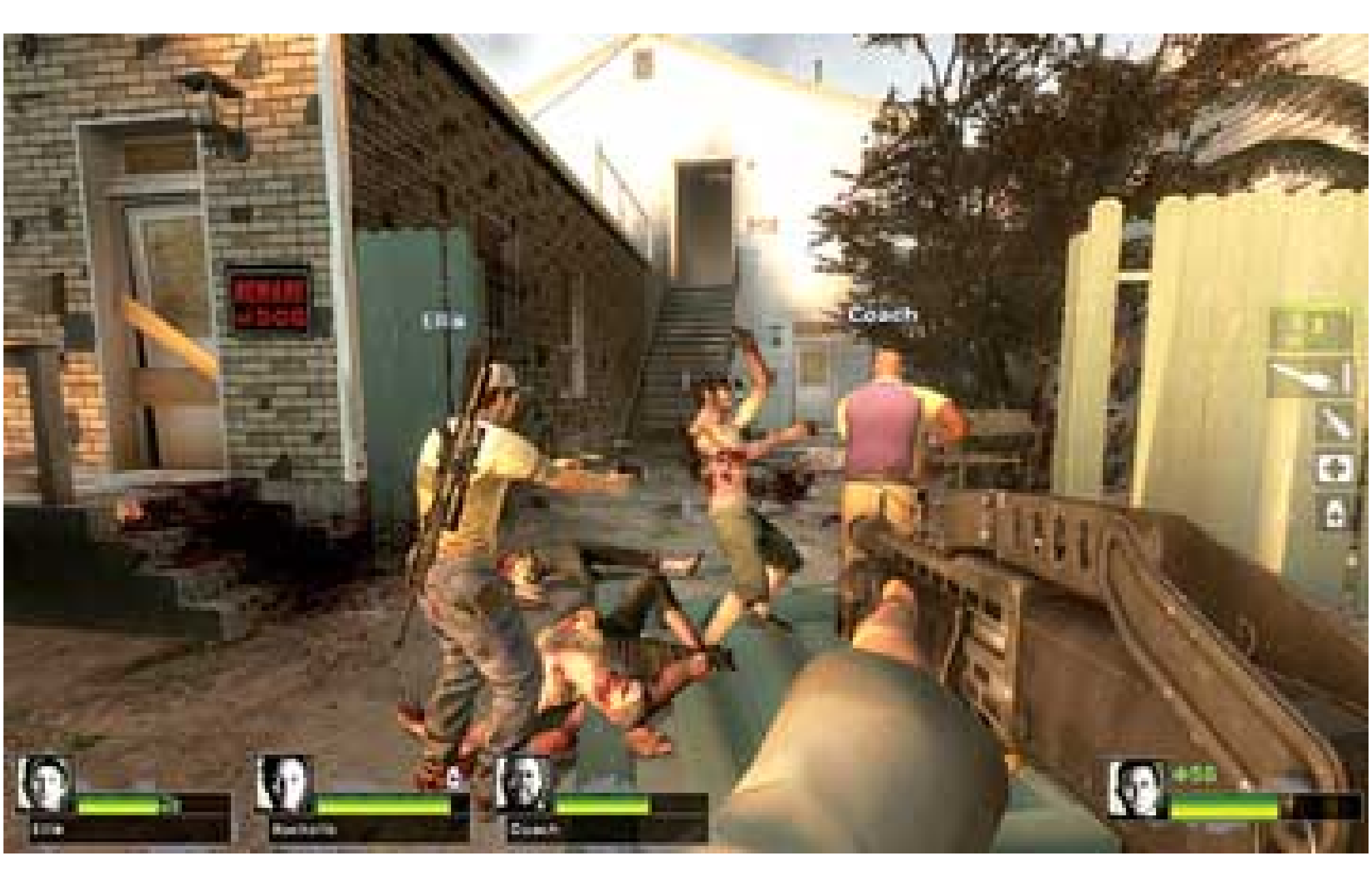
4E

Head through either garage (picture 1) to rejoin the road, checking for items and blasting at foes as you go. Pass the pink flamingo house, then the white van, and optionally check the trailer ahead and slightly left for items, including a possible Propane Tank by the trailer hitch.



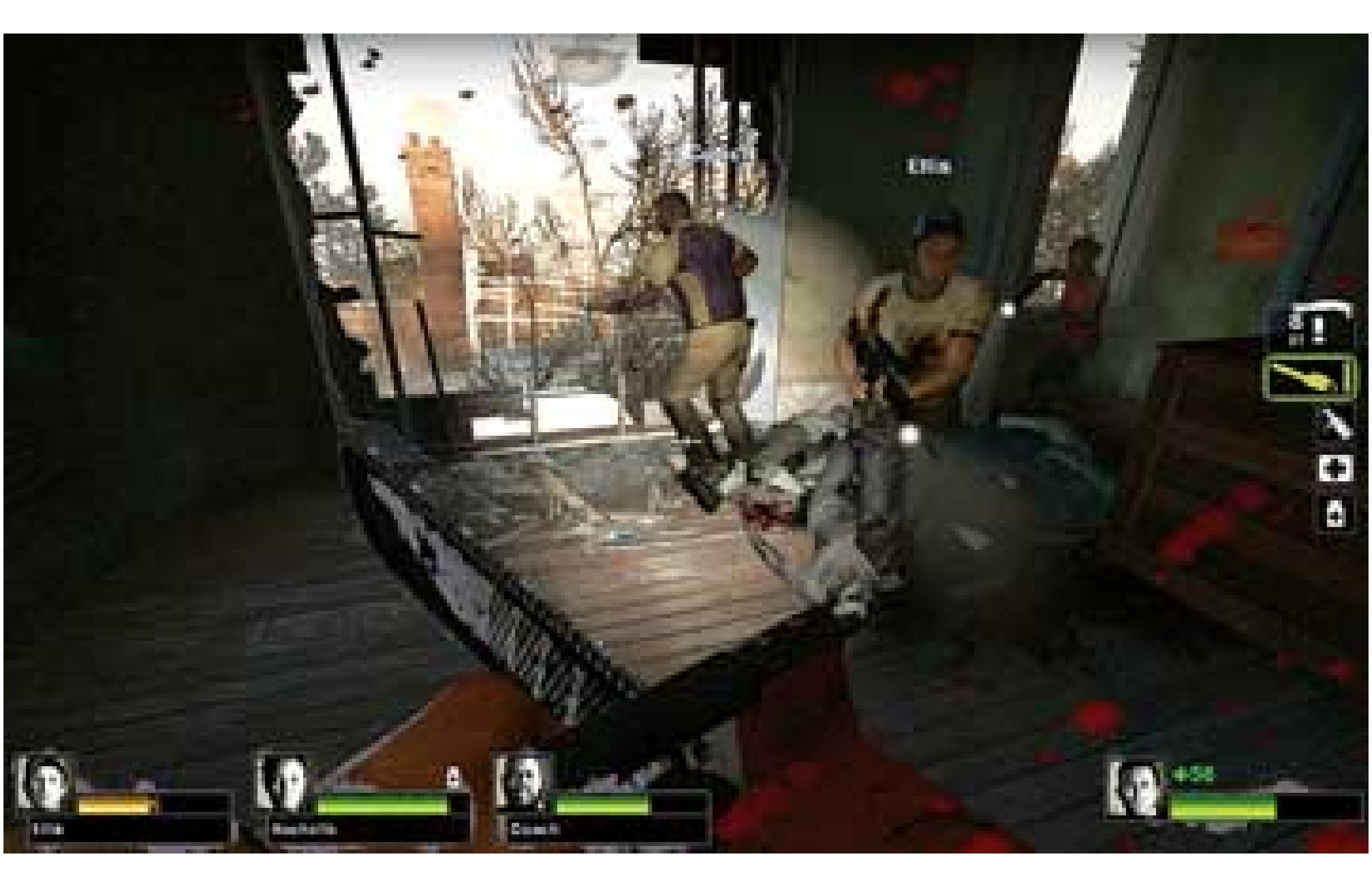
4F

A jack-knifed big rig blocks the way and forces you right, either into the remains of a historic duplex (picture 2) where items can be found among the burned-out stud walls, or into another unkept garden with a pink flamingo, a "Beware of Dog" sign, and steps leading up into the top floor of a white wooden house (picture 3).

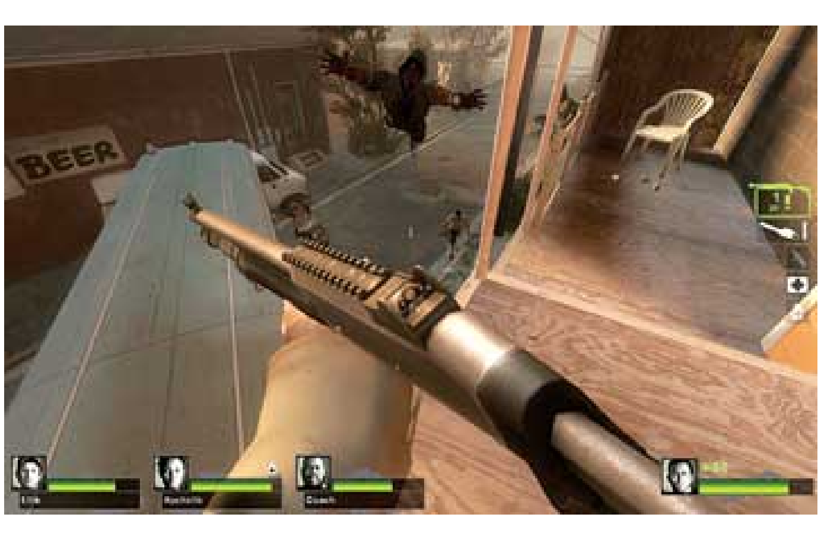


4G

The house interior has two ambush spots as you walk in (on either side of the entrance doorway), so have one teammate rush in ahead, while the others check left and right in unison. Your lead teammate (ideally armed with a Melee Weapon) should then pass the kitchenette on the right and check the rear rooms to locate the hole in the back of the master bedroom, which provides a way forward (picture 4).



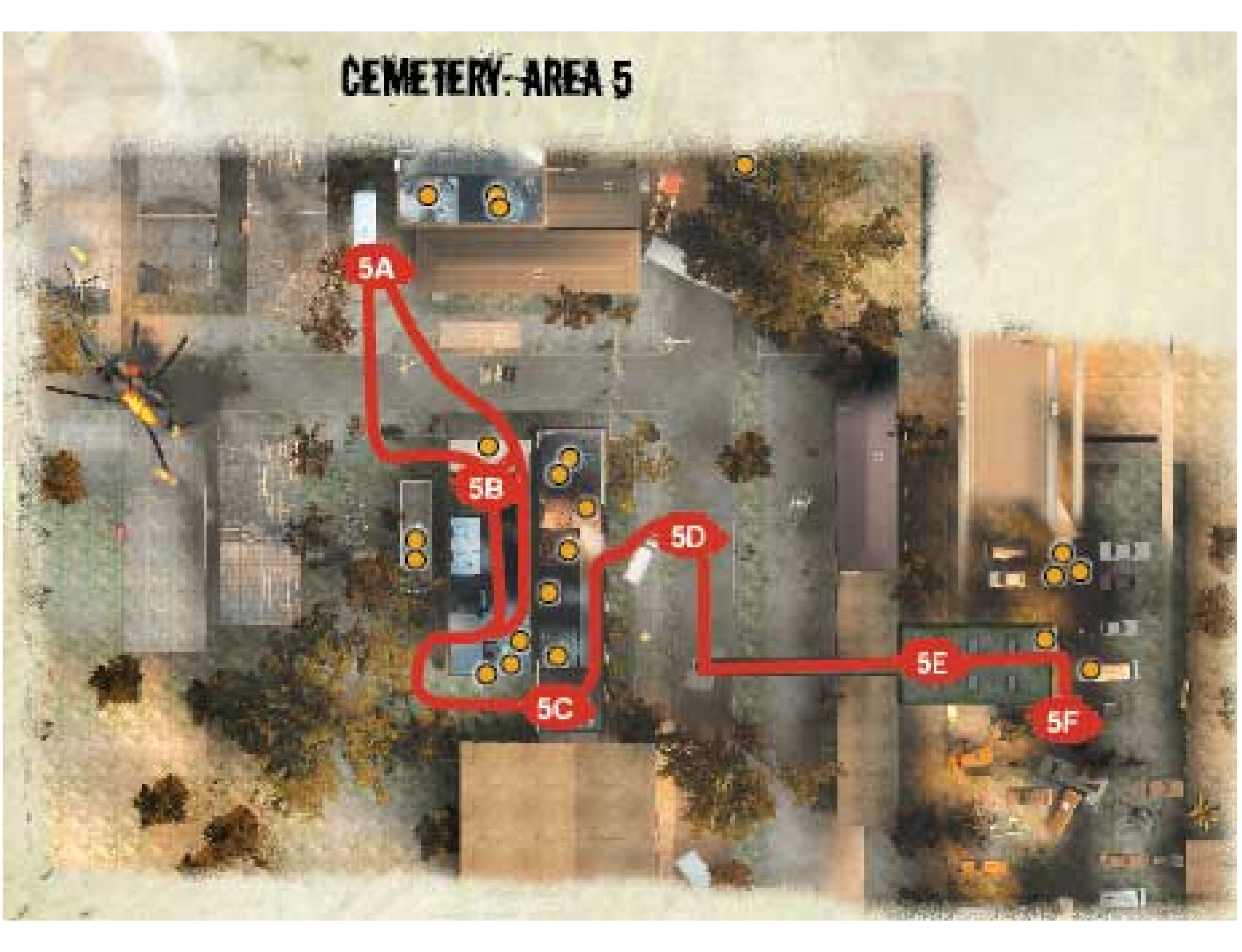
Effective Infected



Although the freeway pillars are excellent to hide behind (to ambush or to follow your prey), the best place for an Infected convergence is the blue bus roof (4D; as shown), as the humans can't backtrack after they drop down from the bus roof. Attack from multiple angles: Place a Smoker on the roof opposite, a Hunter on the street, a Charger barreling down the balcony, and a Jockey to leap and steer foes. All should operate to split up the team and defeat them. If this fails, lurk in the white wooden building that the Survivors must pass through to reach Location 5A, and ambush them from the shadows.

The Parish

Sam’s Hot Impound Lot

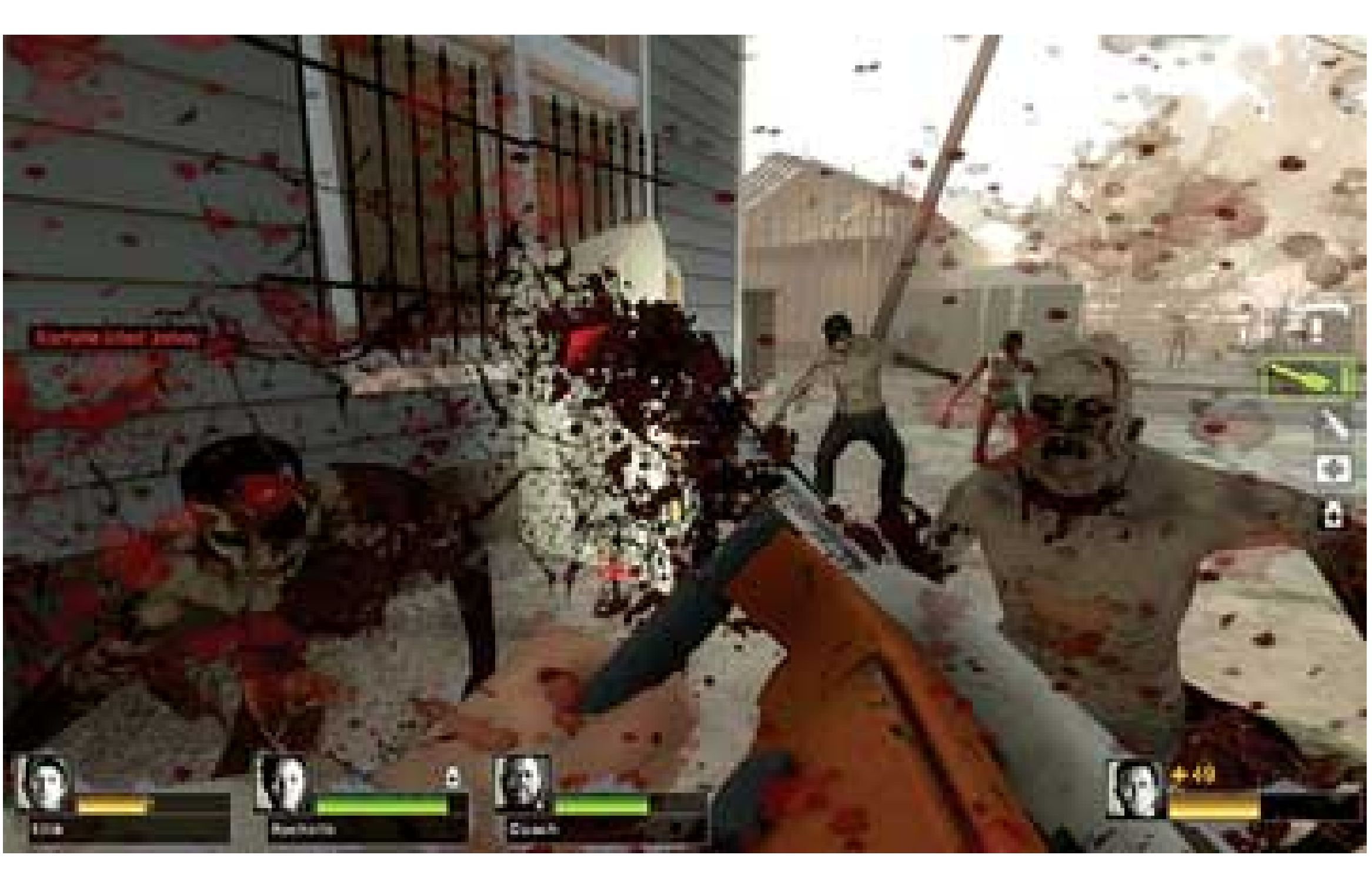


A.I. Director's Box

Vehicles parked in the impound lot are most definitely alarmed, so look for warning information and avoid them accordingly.

A Hard Landing

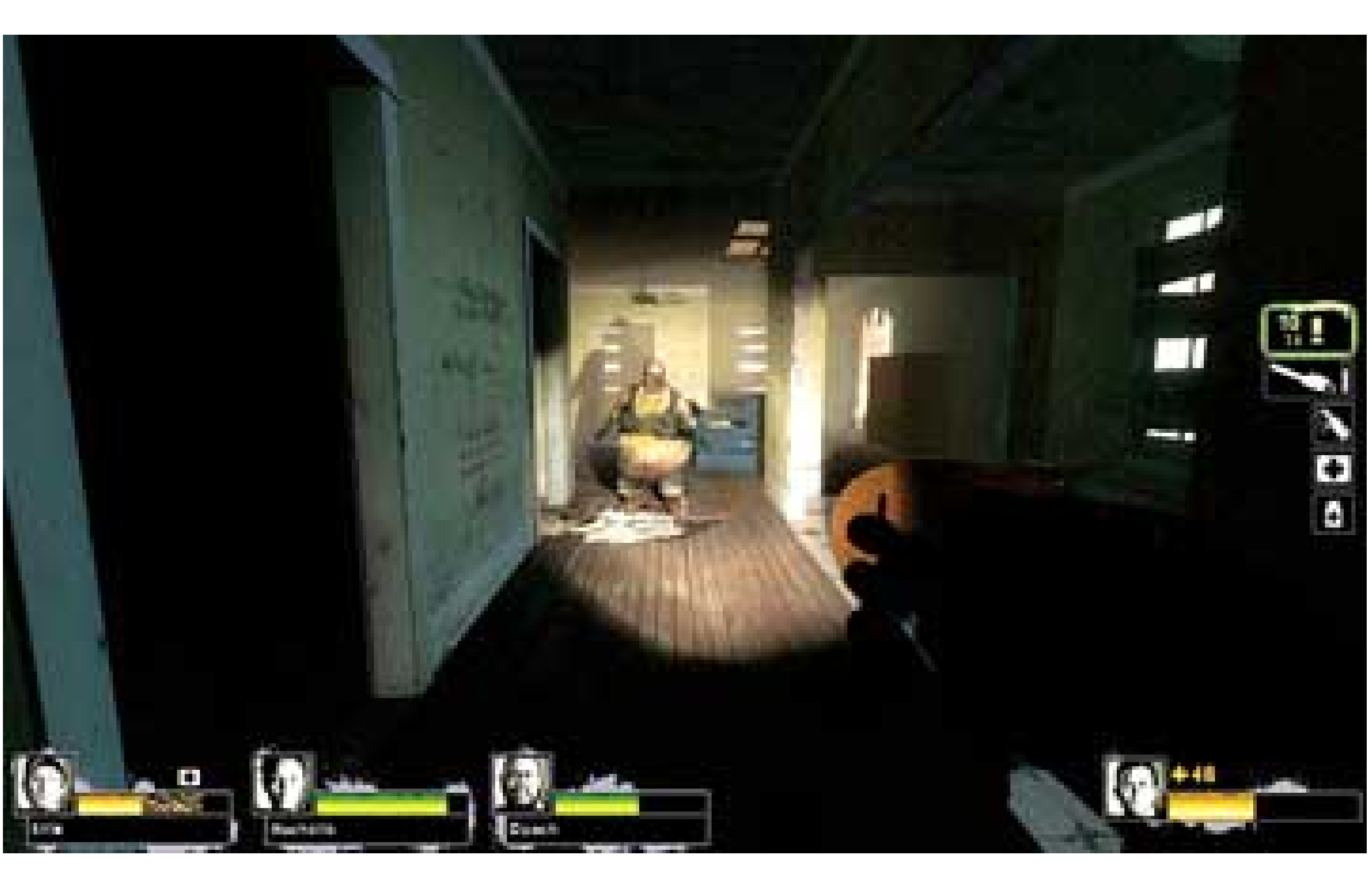
Jump from the hole in the building to the top of the white trailer, which you can stand on and snipe foes before they climb up to claw you, or else land on the ground and massacre them (picture 1).



5A

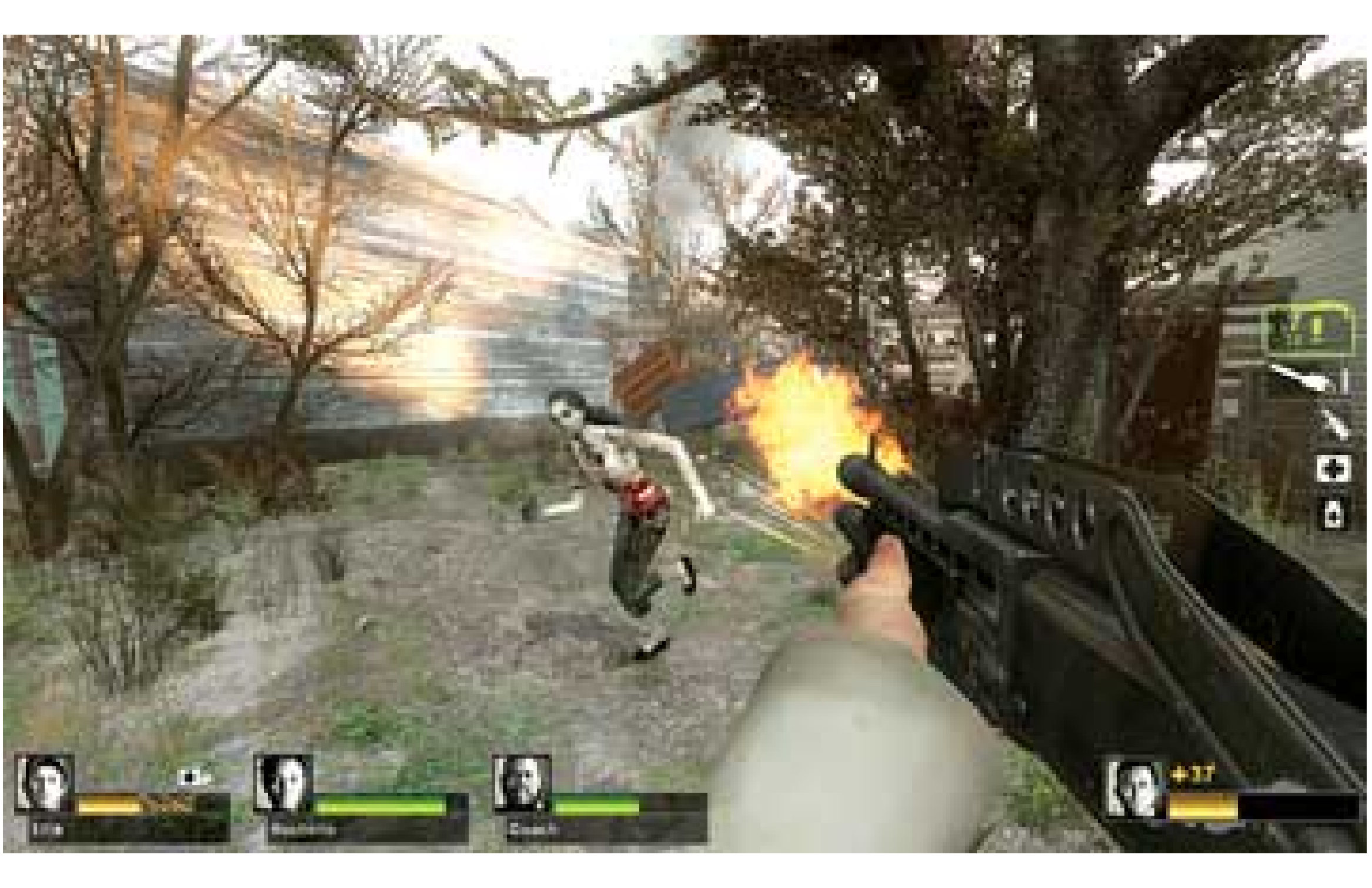
Even a cursory inspection of the area reveals a variety of fences and three houses burned to the ground after a military helicopter crash-landed and took out an electrical pole. The fires are mostly out, but there are still items to locate, including inside the mostly intact building at the far end of the street (to the right of Location 5B on the guide map).

Back in the street, locate the half-burned building (5B) and access it via either doorway. Step inside, optionally checking the staircase to the upper floor, before heading down the hallway.



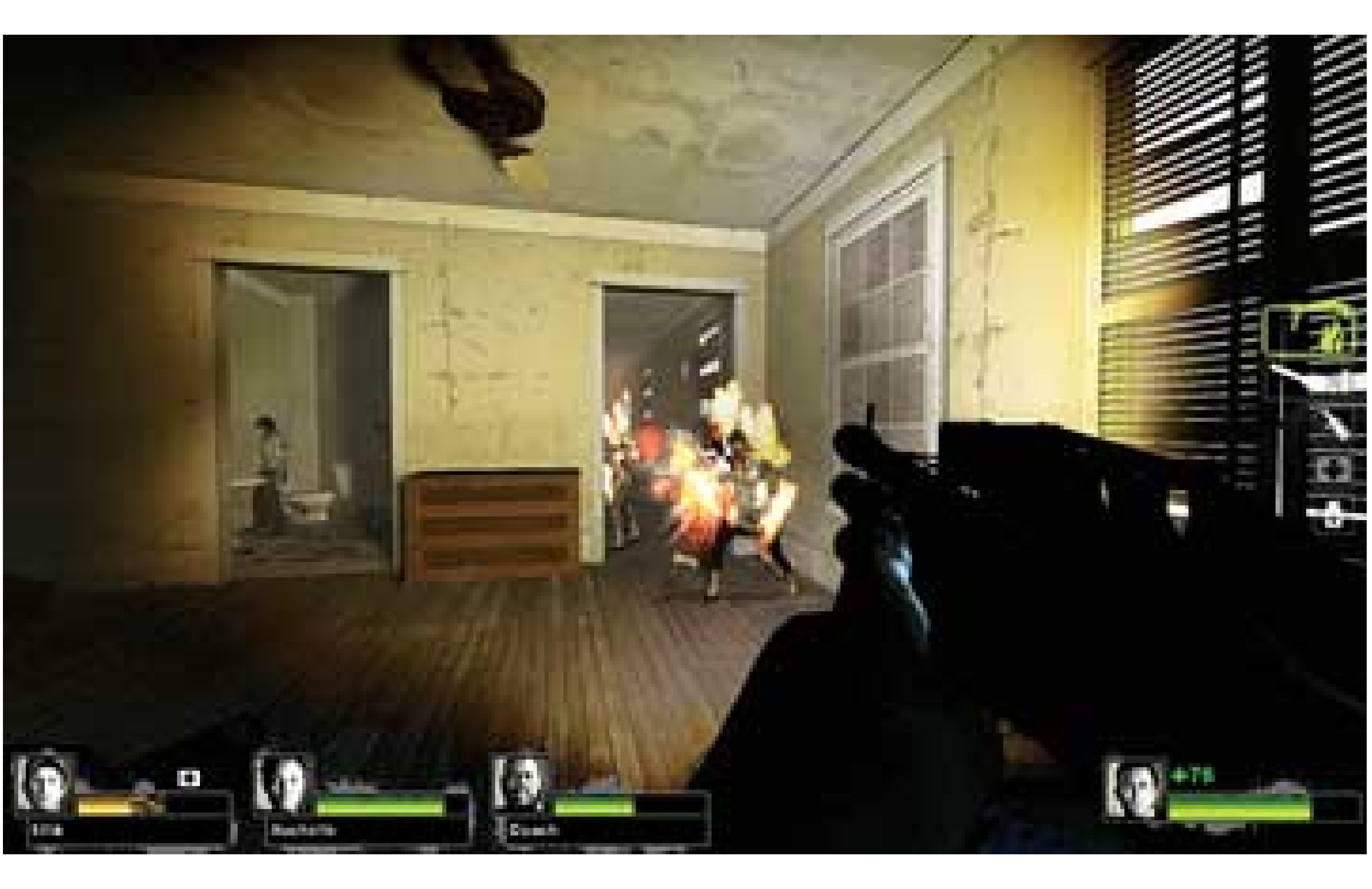
5B

Prepare for a possible ambush (picture 2), especially from foes dropping down from upstairs, and demolish all entities before stepping through the hole in the outer wall. Outside (picture 3), you should definitely check the white trailer with the ladder propped against it. Items are on the roof.



Hunting for a Hole

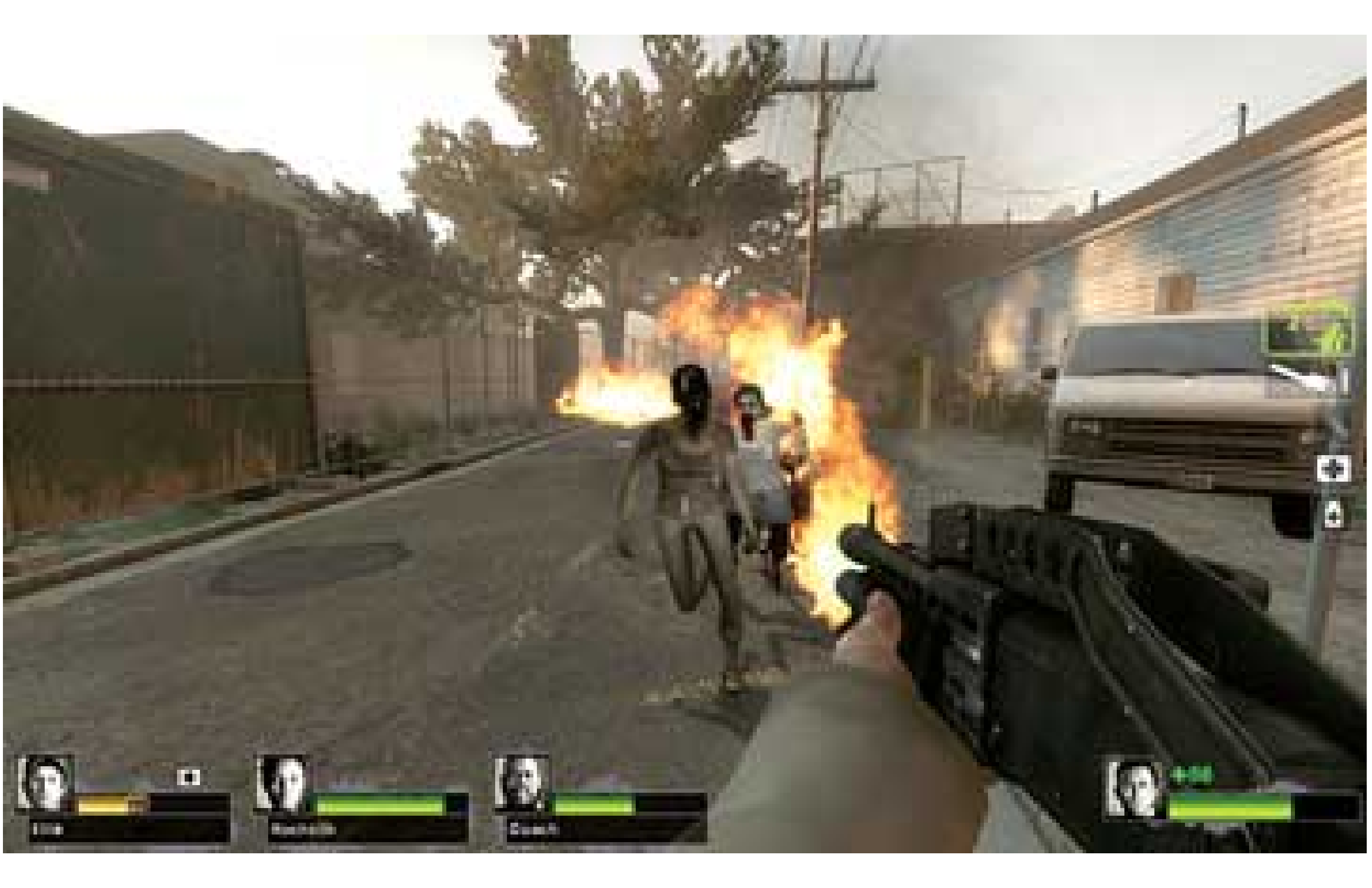
Move left around the corner and pass between two small sections of green fencing, into a hole leading to an adjacent house (5C). This grassy area is narrow, so watch for a possible Charger attack. Move into the shotgun house (picture 1), and bring down the entities inside.



5C

Work your way methodically through each room, grabbing items and dealing with foes as you go. Grab any items in the kitchen before leaving via the hole in the right wall.

You step out into a road with a white van parked nearby. Swing around and target any nearby enemies (picture 2), and always watch for rear charges from multiple foes. Once everyone has gathered together, move down the road.



5D

There’s an impound lot with a sign on the roof about car auctions. The only way to reach this location is to find the sewer hole, which is surrounded by construction cones. Verbally announce when you’re about to drop down, and then have all team members do so at exactly the same time, with each facing a different direction so you can abort the drop if Special Infected attack. Ready? “1, 2, 3 … drop!”

Caution

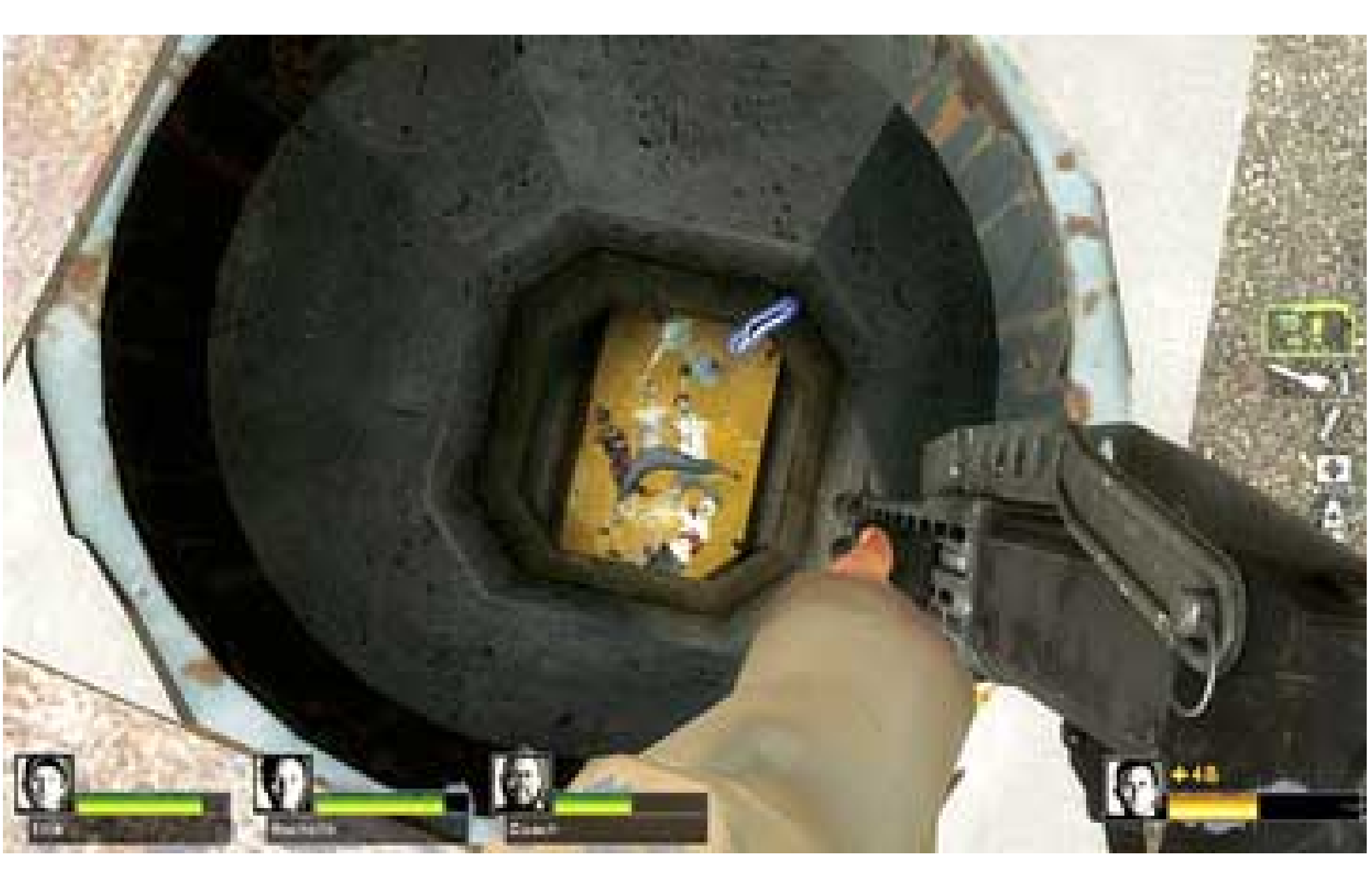
This sewer drop is one-way; you can’t rescue friends still stuck on the surface!

Tip

If any of your team are armed with Pistols instead of Melee Weapons, it’s a good idea to have everyone switch to Melee. That impound lot is full of alarmed vehicles!

Going Underground

Drop down into the sewer (picture 1) and check the grating behind you for a slumped corpse and possible weapons. Then forge ahead, keeping to one side so more than one of your team can fire on any foes. This unpleasant, watery passage soon opens up into a larger, earthen chamber with zombies aplenty. Locate the ladder and head up to emerge right in the middle of the impound lot.

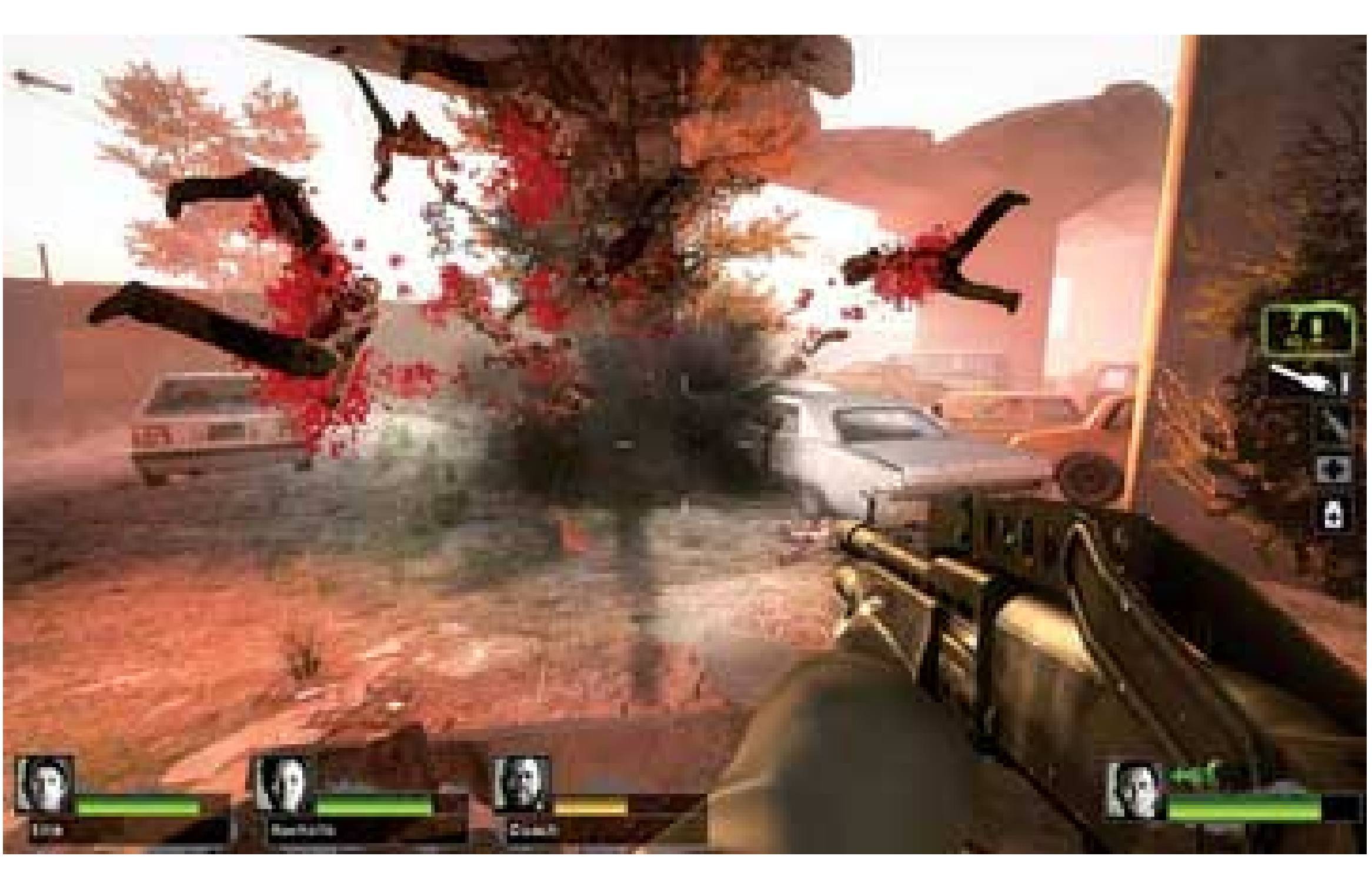


5E

Creeping through the Car Lot

Change your weapons so that you’re all carrying Melee Weapons and stop as soon as you emerge from the sewer hole. If you’re interested in the Violence in Silence Achievement (and, to a lesser extent, survival in general), you’ll want to put away all firearms during your walk out of this car lot.

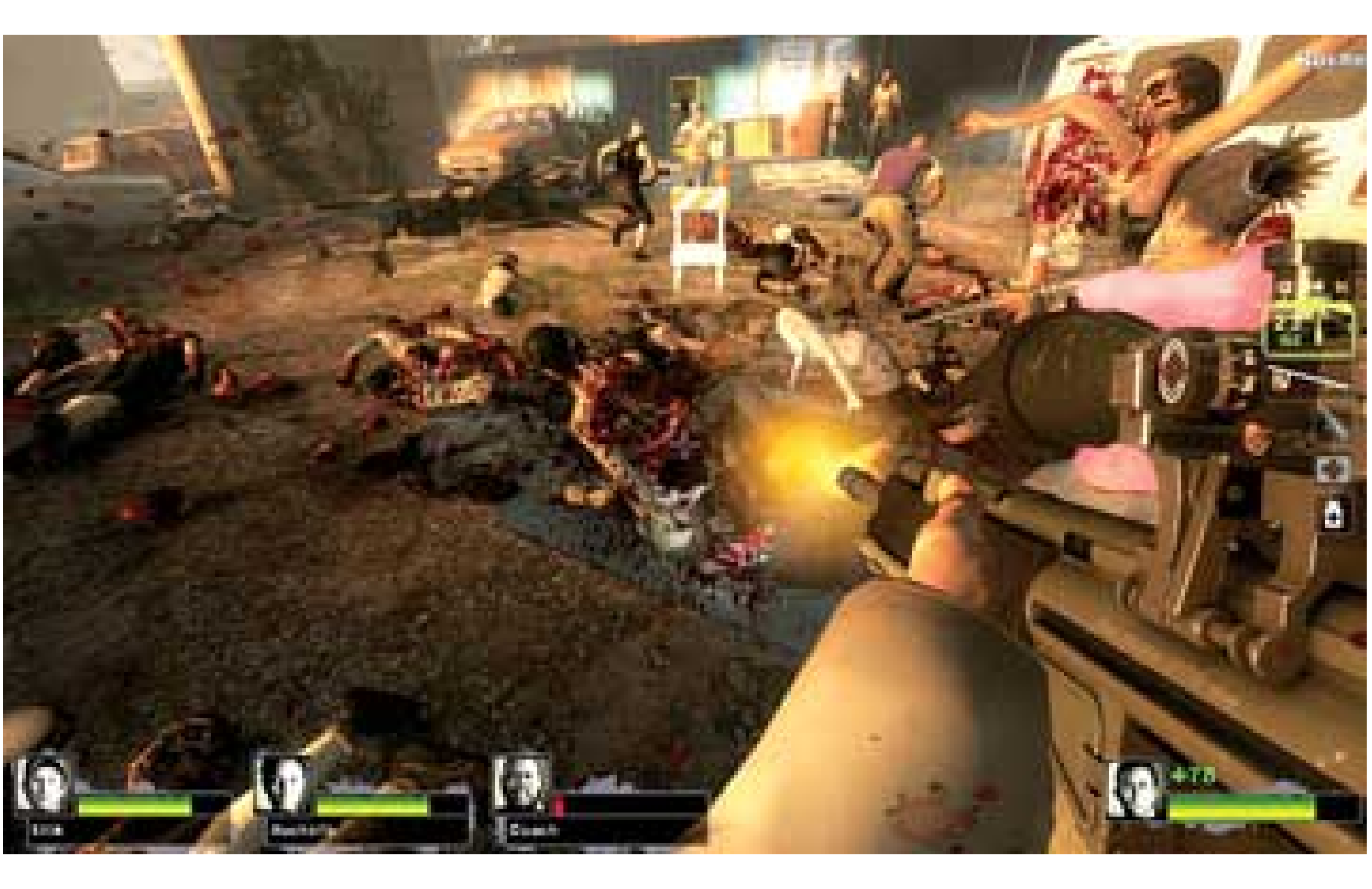
Every single vehicle is alarmed, and touching, shooting, or jumping on any vehicle summons the Horde! The associated pictures show the legions of foes that will be summoned if you ignore this sage advice...



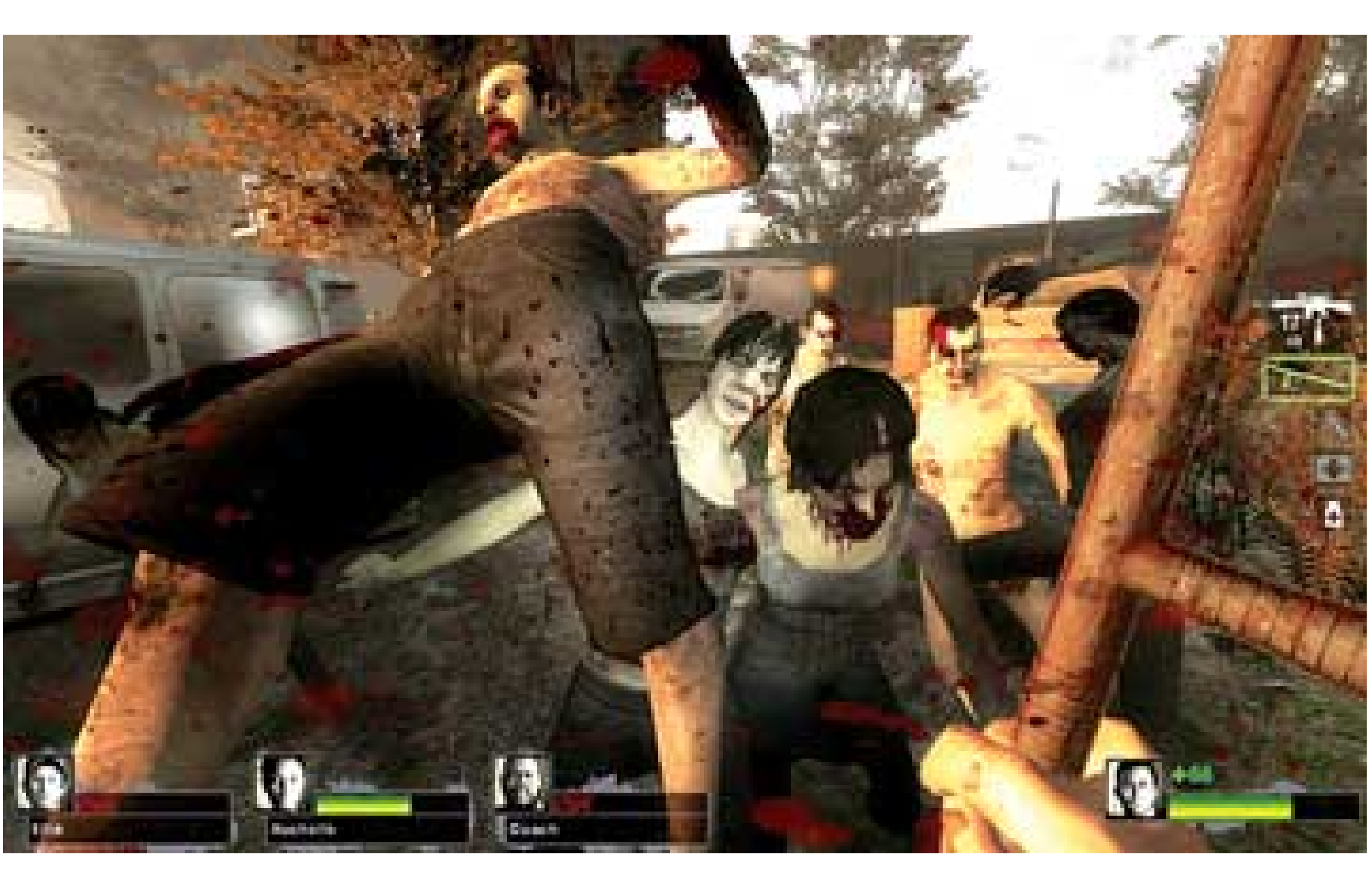
5F

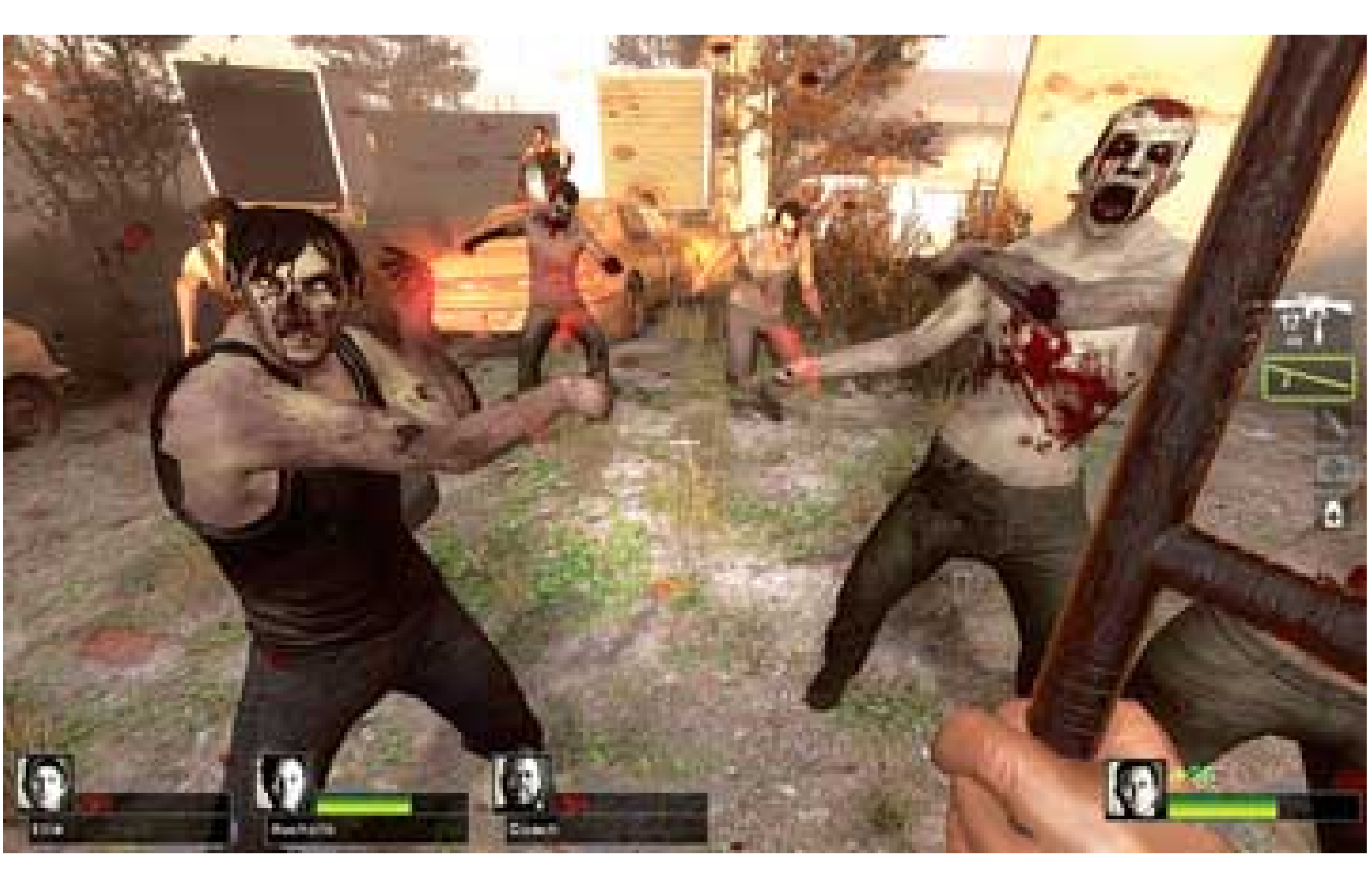
If one of the alarms goes off, you’re in trouble. Because the Horde continuously appears, you should never stand and fight. The attacks will continue until the alarm switches off, but this usually takes a while, and the Infected tend to scramble over other alarmed vehicles, perpetuating this problem.

Instead, you can create a distraction, such as by lobbing a Pipe Bomb (picture 1) and fleeing the scene to the base of the freeway ladder (Location 6A). If the Horde is approaching, a great many of them may ascend up the sewer hole, so this is a good place to aim and cut them down before they can attack you (picture 2).

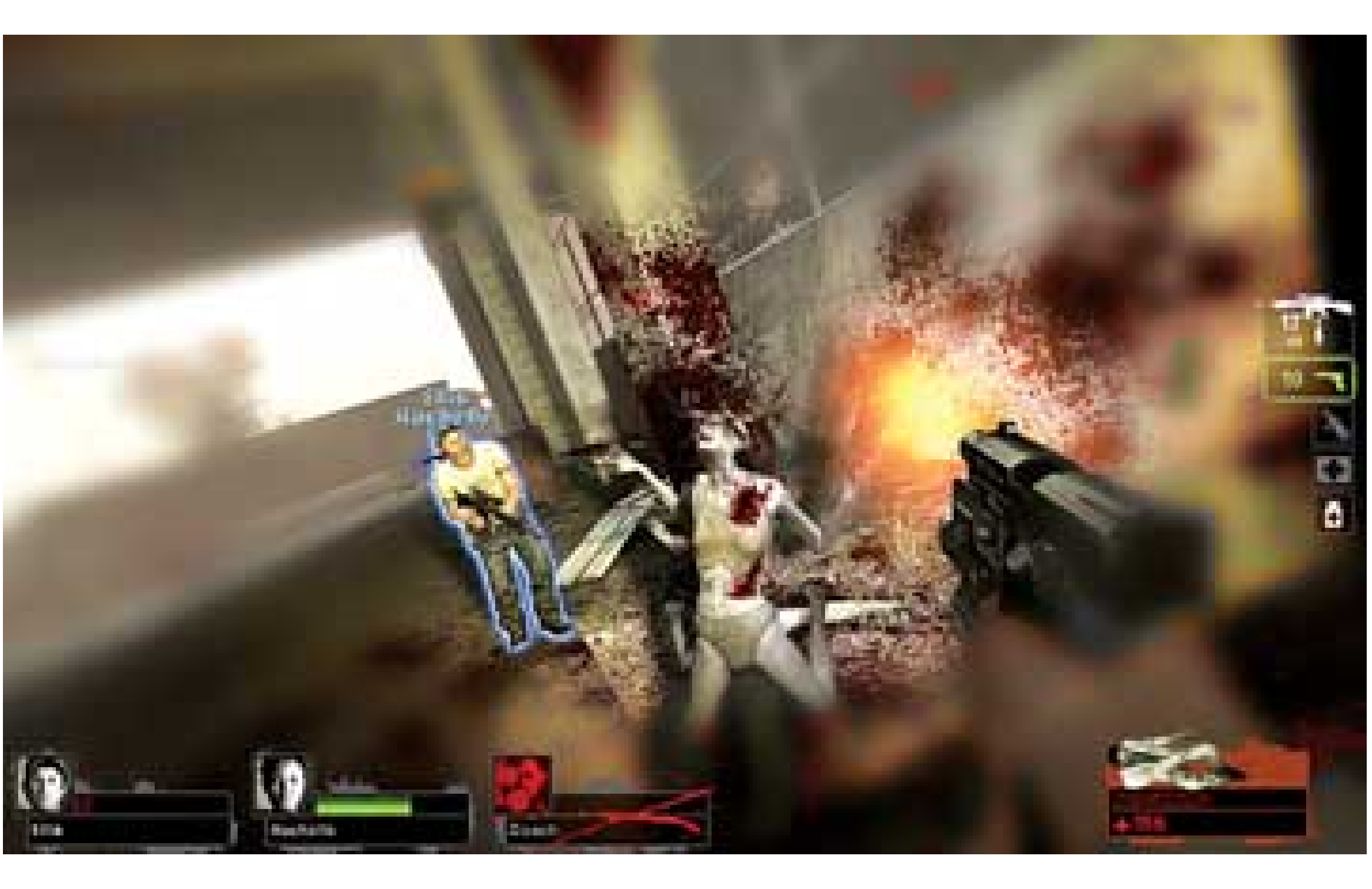


However, at some stage (sooner rather than later), you need to get moving. Don’t head off in the wrong direction; the correct way out of the impound lot can be discerned by looking for the sun. It should be on the left side of your vision. Now that you’re heading in the correct direction, you might as well try to leap from vehicle to vehicle as you battle your way out.





Melee Weapons are still advisable, as well as Melee Strikes (pictures 3 and 4), but eventually, you’re going to need to run. Leap across the cars and head toward the ladder to the freeway, but don’t think you’re safe now. There may be a Witch (picture 5) or other Special Infected to avoid or terminate. Let’s hope there’s First Aid on the freeway if you failed at keeping quiet.



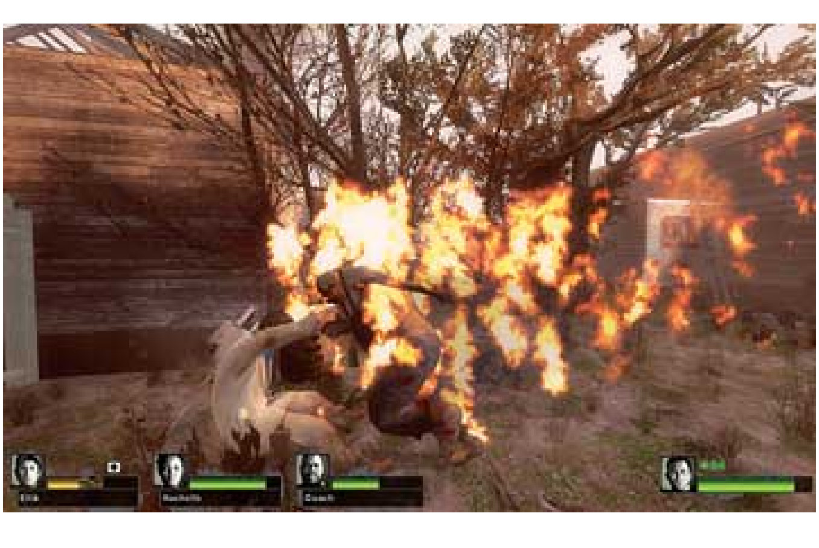
Caution

Special Infected, in particular during Versus matches, absolutely love this area as it’s easy to steer, Charge, or nudge you into a vehicle. Keep this in mind and make your escape quick.

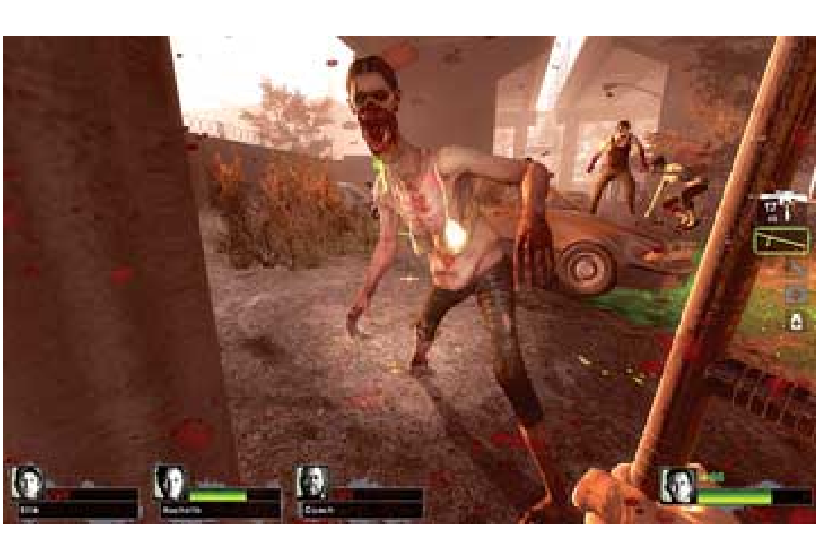
Tip

Head out of the hole, sheath all ranged weapons, and then head down the middle of the impound lot to the exit: safe, simple, and you’ve saved ammunition, too!

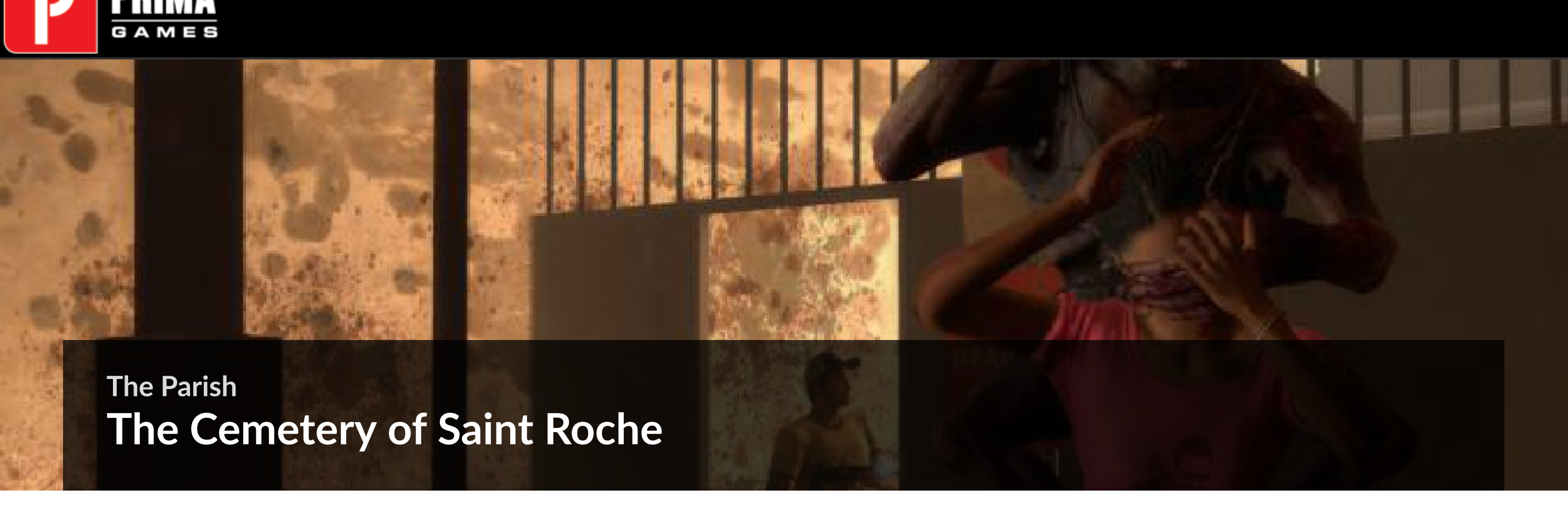
Effective Infected



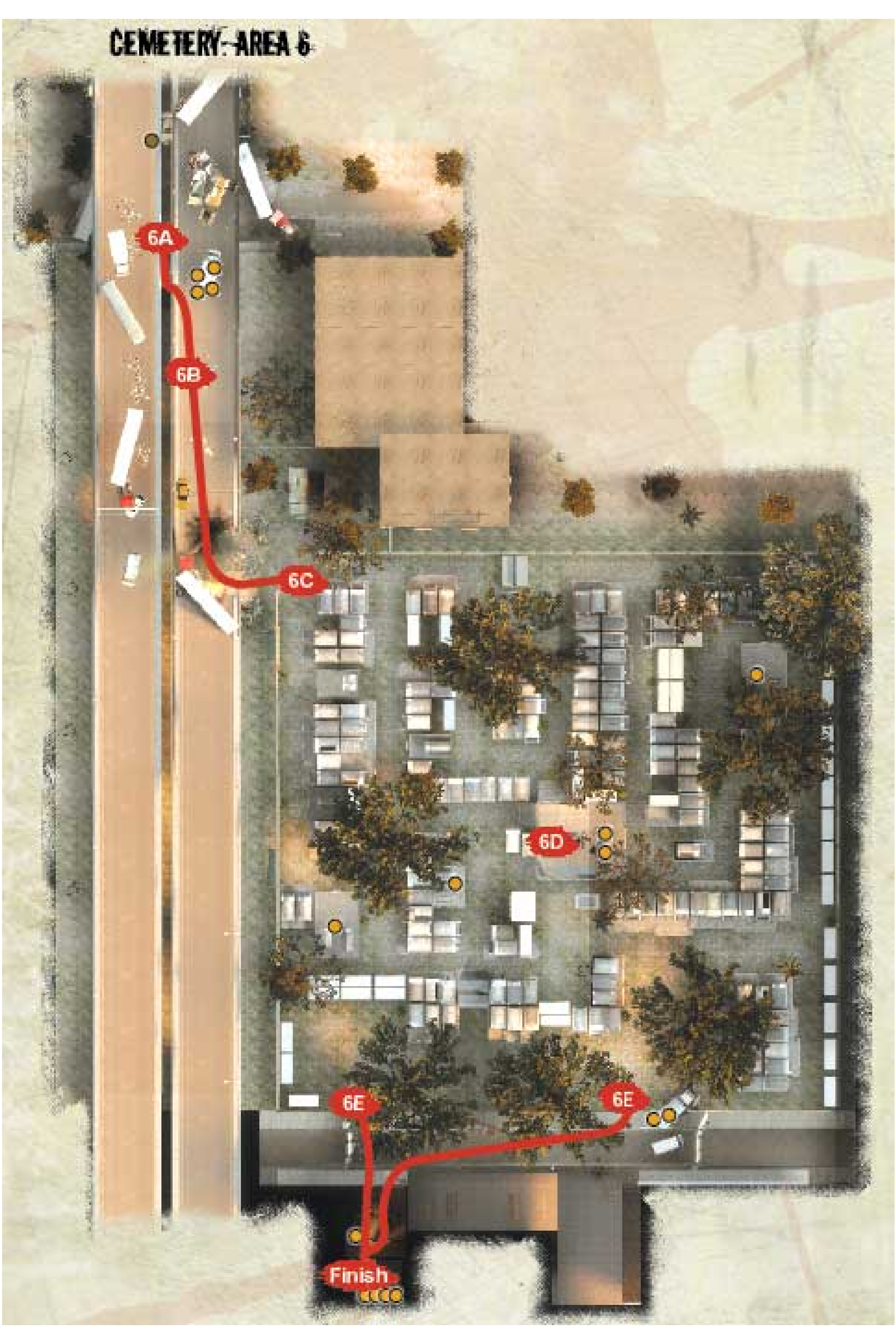
There are three general zones in this area where you should make a concentrated effort to stall and savage the Survivors. The first is inside the half-burned house (5B): The upstairs area offers a drop down into the living room, so position a fellow Special Infected on the ground floor, one to the side in the living room, and one above to thoroughly decimate the humans in this enclosed area. Mix it up a bit by switching this location with the outside trailer: Prowl on the roof or send a Charger in between the green fences (picture 1), even if you’re set on fire by incendiary bullets.



The third key position to cause a problem for the humans is the drop into the sewer. Hide in the nearby house or tree, then emerge and grab the last couple of Survivors to split them from the group and beat them to death. This way your foes are softened up for the major attack at the impound lot (picture 2), where it is imperative you cause a car alarm to activate. After that, attack the foes, belching Spitter vomit into the escape path, steering foes into the sewer hole, and generally savaging your enemies while the Common Infected back you up.



The Cemetery of Saint Roche

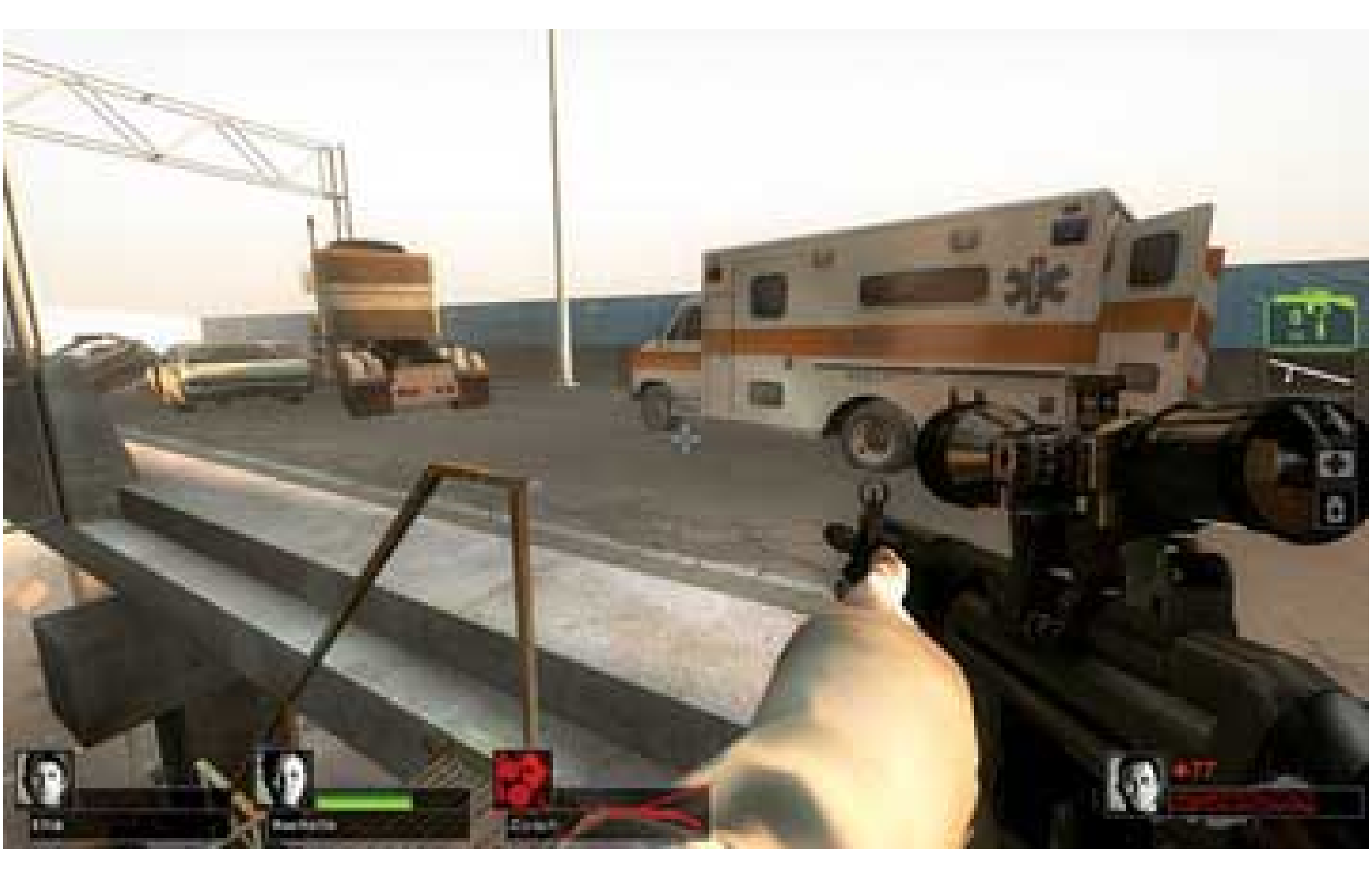


A.I. Director's Cut

The route through the cemetery changes each time through, as metal fencing is dynamically positioned. This makes a plotted path difficult (hence the lack of routes on the guide map).

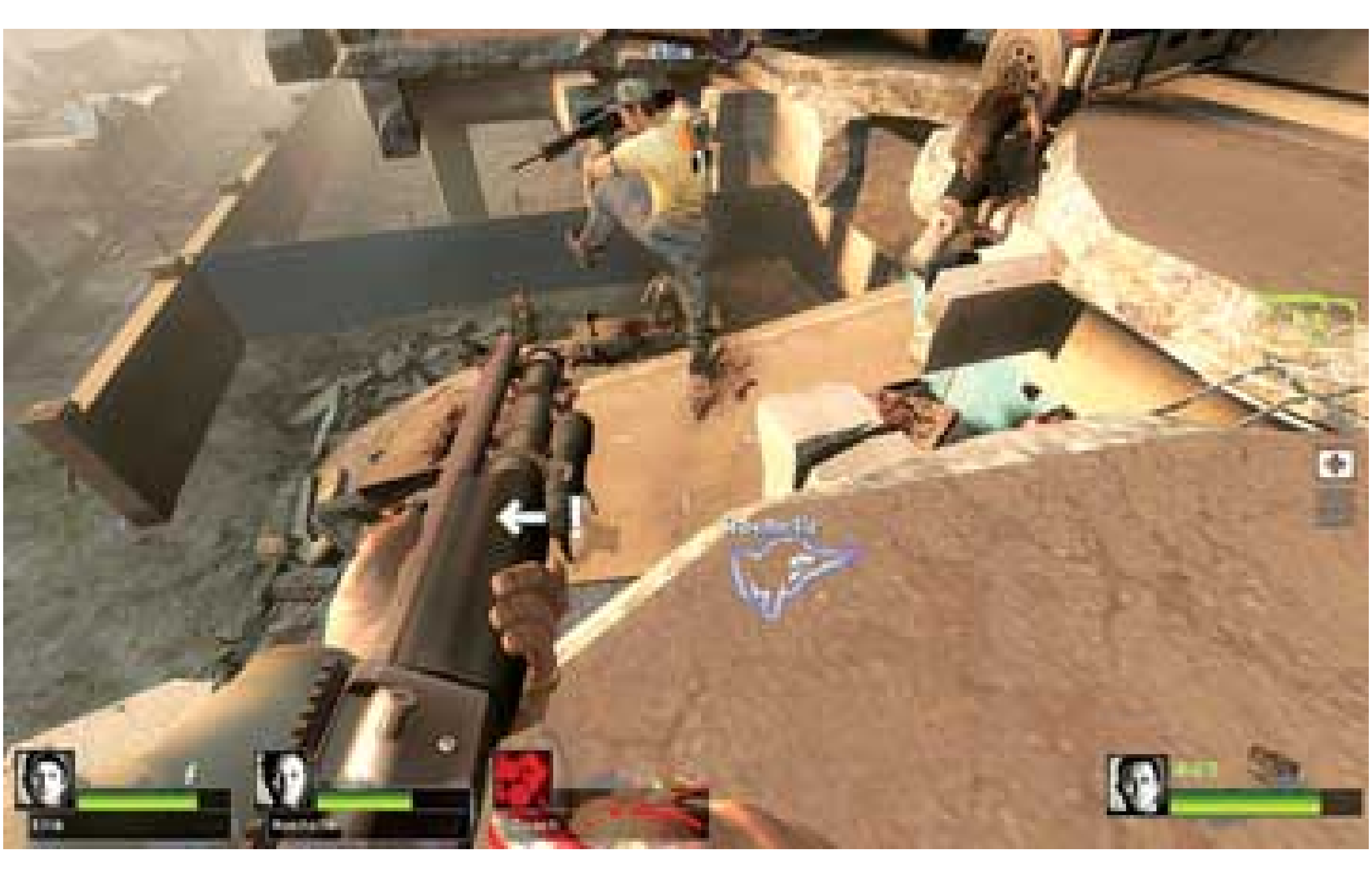
Freeway Falling

Ascend the ladder and small gantry onto the freeway, just as the military decides to take a large chunk out of the freeway ahead of you. You're not harmed and can use this small window of downtime to check the ambulance for items (picture 1).



6A

Now turn around and move along the freeway to the large section of fallen masonry and twisted steel that the bombardment made (picture 2). The explosion has awakened a small legion of zombified locals, too, so pop at them from the freeway at range before dropping down together.



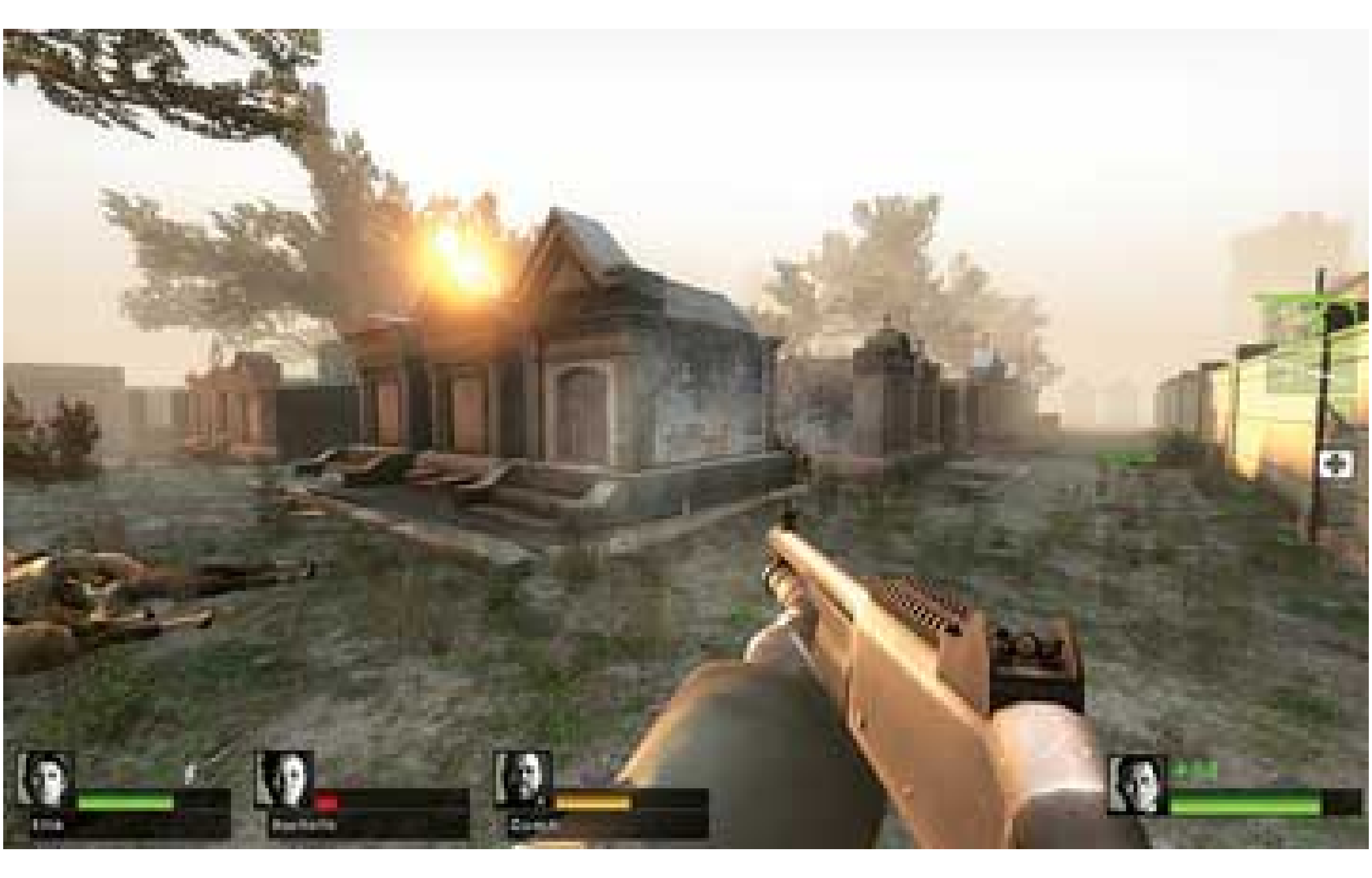
6B

Tip

This is another location where it's difficult to ascend back onto the freeway, so drop down together so that stragglers aren't hauled away by Special Infected.

Slaughter in the Plague Cemetery

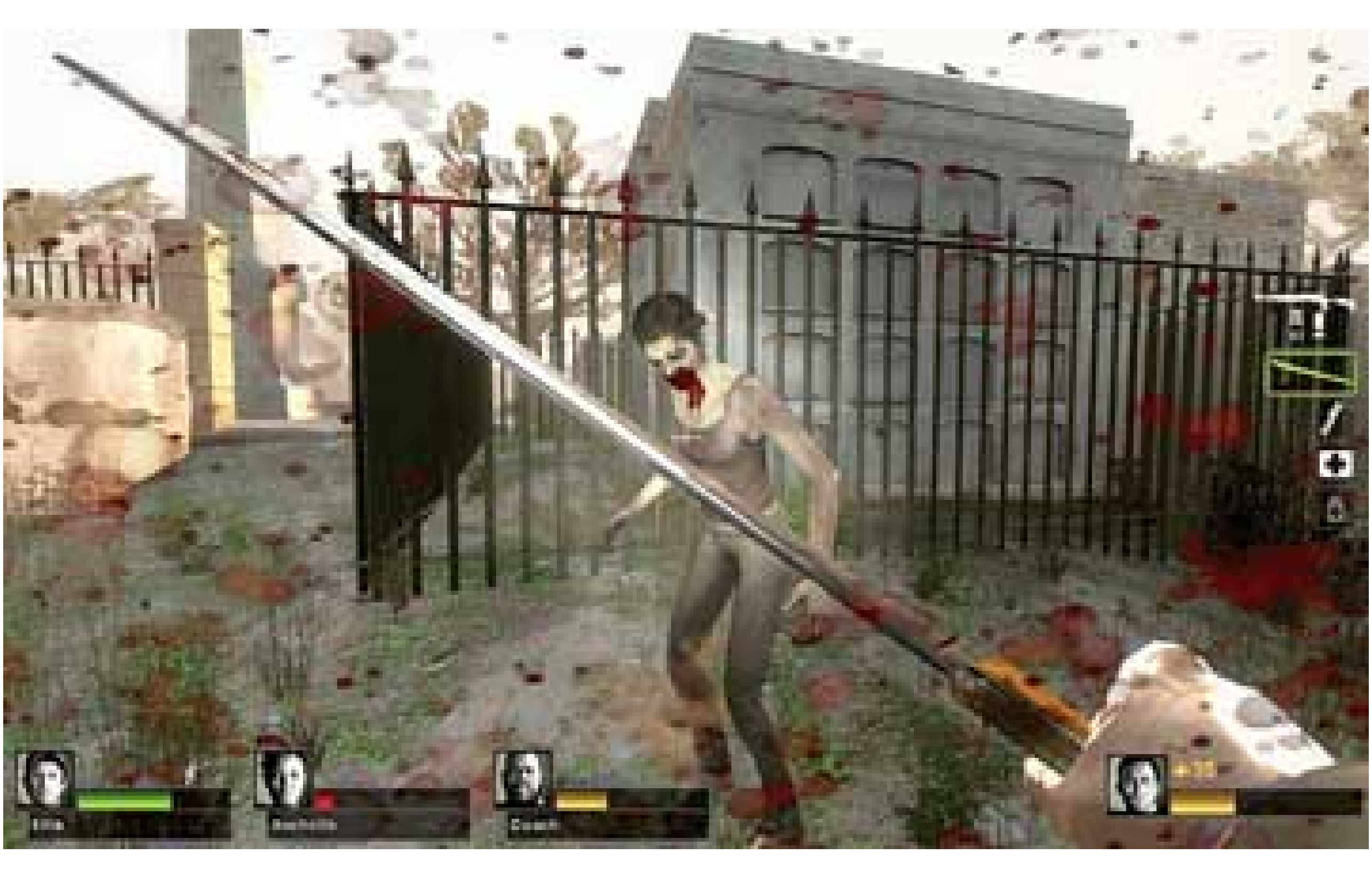
Check the shed for supplies and then enter the cemetery via the collapsed section of perimeter wall (picture 1). You must now trek through this frightening mausoleum heading in a roughly diagonally left direction by using the sun's position to guide you.



6C

The route is random, but the threats are just the same. Beware of Infected clawing at you (picture 2) and pay particular attention to the tombs surrounding you, as attacks are usually foes dropping down from these stone structures.

While following the location of the sun, there's a secondary, and just-as-important landmark to fixate on: the obelisk located near the middle of this maze, on slightly higher ground (picture 3, on the left).



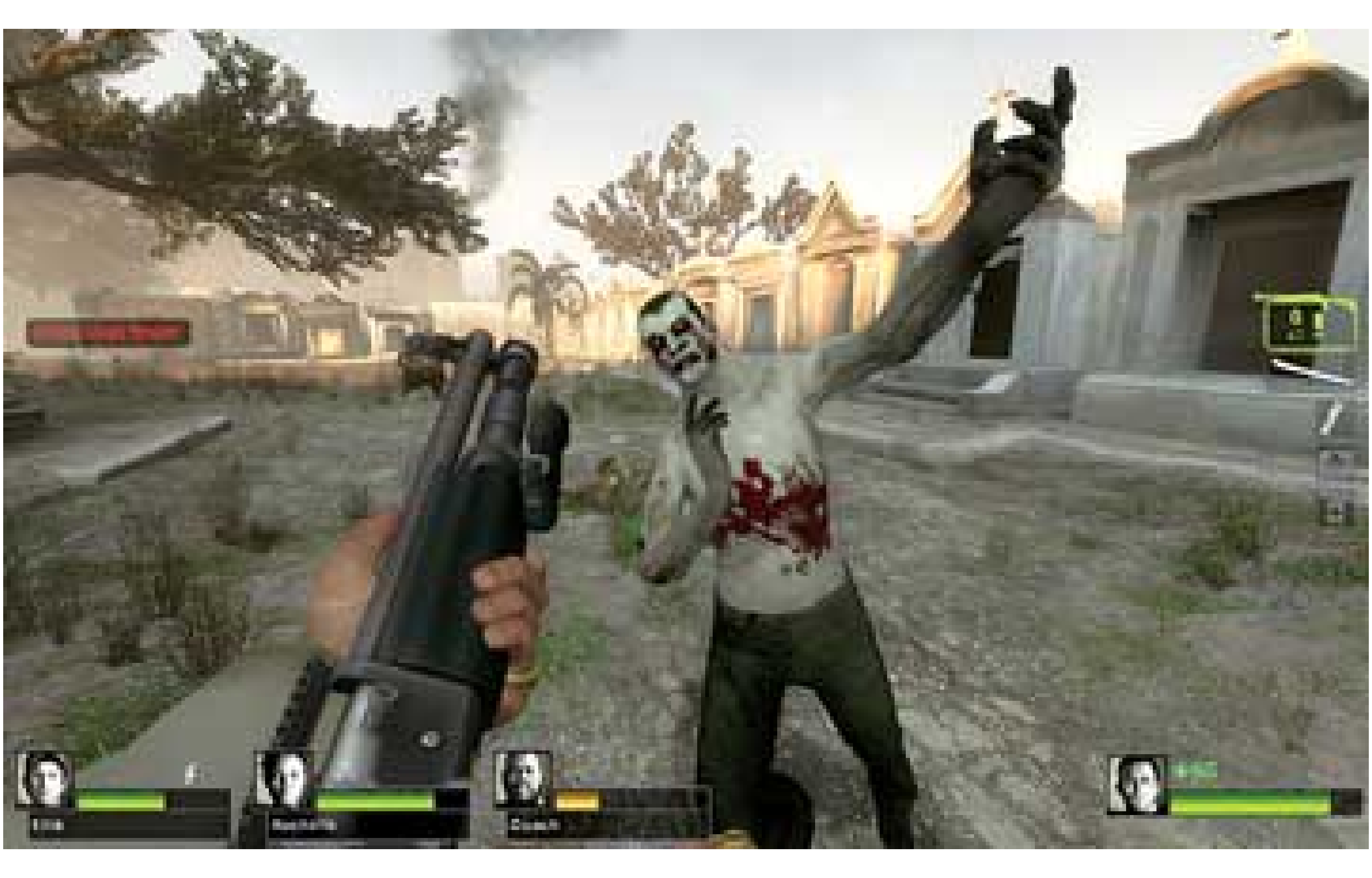
Slaughter your way to this location, favoring Melee and short-range firearms, and make a sweep of the obelisk for items. On your way here, you should also check the various ornate graves for additional items.

Once you arrive at the obelisk, continue your bloody graveyard massacre (picture 4) through various tomb-lined avenues, keeping watch for Special Infected attacks at every turn. The monsters lurk in alcoves between graves or atop tombs, waiting for you to pass so they can attack you from behind.

6D

They also like to stagger their attacks so you'll be preoccupied with a Jockey riding a teammate when a Smoker sneaks up to further ruin your day. Making slightly slower progress and dealing with immediate threats before continuing is advisable.

This jaunt concludes as you reach one of the two cemetery exits, usually the one at the top of a slightly sloping hill, on the highest ground of the graveyard. Once you clear the obelisk, look for the street buildings in the distance and head toward them; these landmarks serve you well as you near the cemetery's exit (picture 5).



6E

A.I. Director's Cut

The A.I. Director changes the routes you can take through the cemetery each time, but the layout of the tombs and graves is more or less constant. Only the metal fencing changes position.

Tip

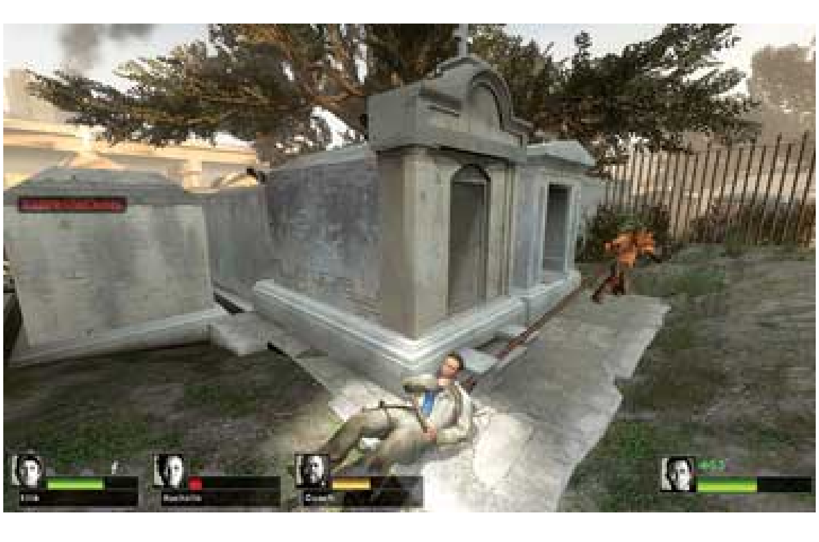
The sun is hanging low in the sky in the far-left corner of the cemetery, so following this celestial body is extremely helpful in locating the exit archway by the white truck (6E; right side). As long as the sun is on your left, you know you're heading in the correct direction.

Double-Gallery Safe Room

Exit the cemetery, optionally checking the white truck for items, and jog down the road (if you left via the upper exit). Quickly locate the building with the ornate double-balcony and open ground floor. Go in there, immediately hop over the desk, and scurry inside the Safe Room.

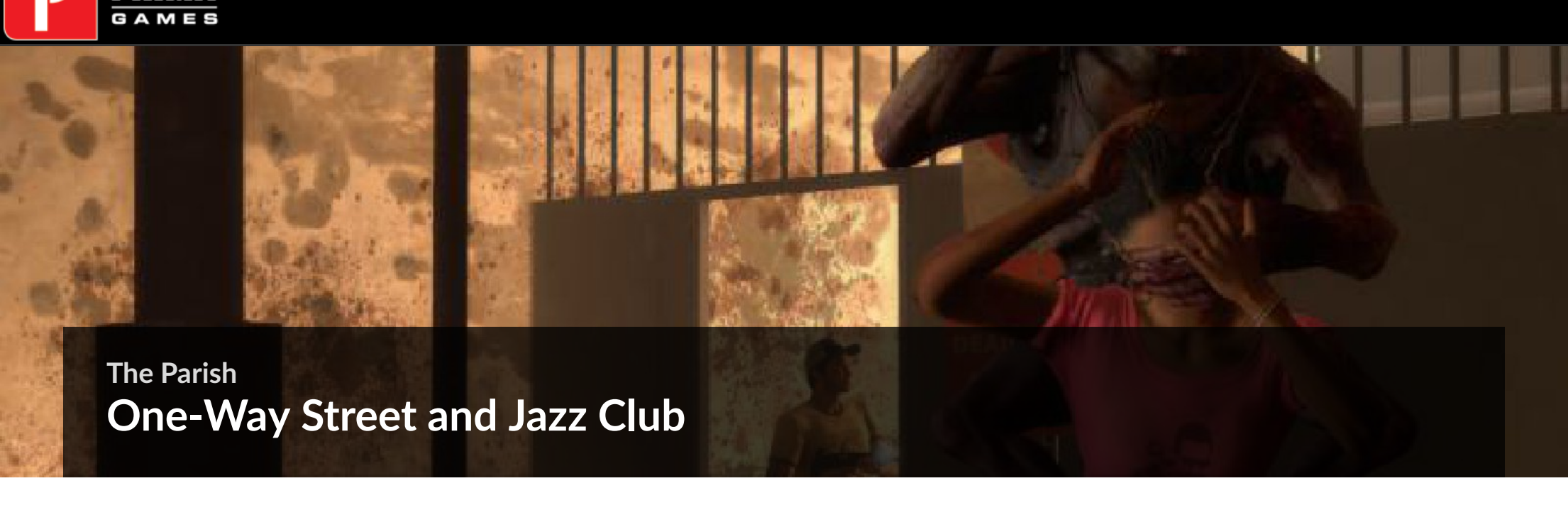
As foes can stream in behind you, guard the Safe Room or take cover behind the desk and offer covering fire for the rest of the team until everyone is inside.

Effective Infected



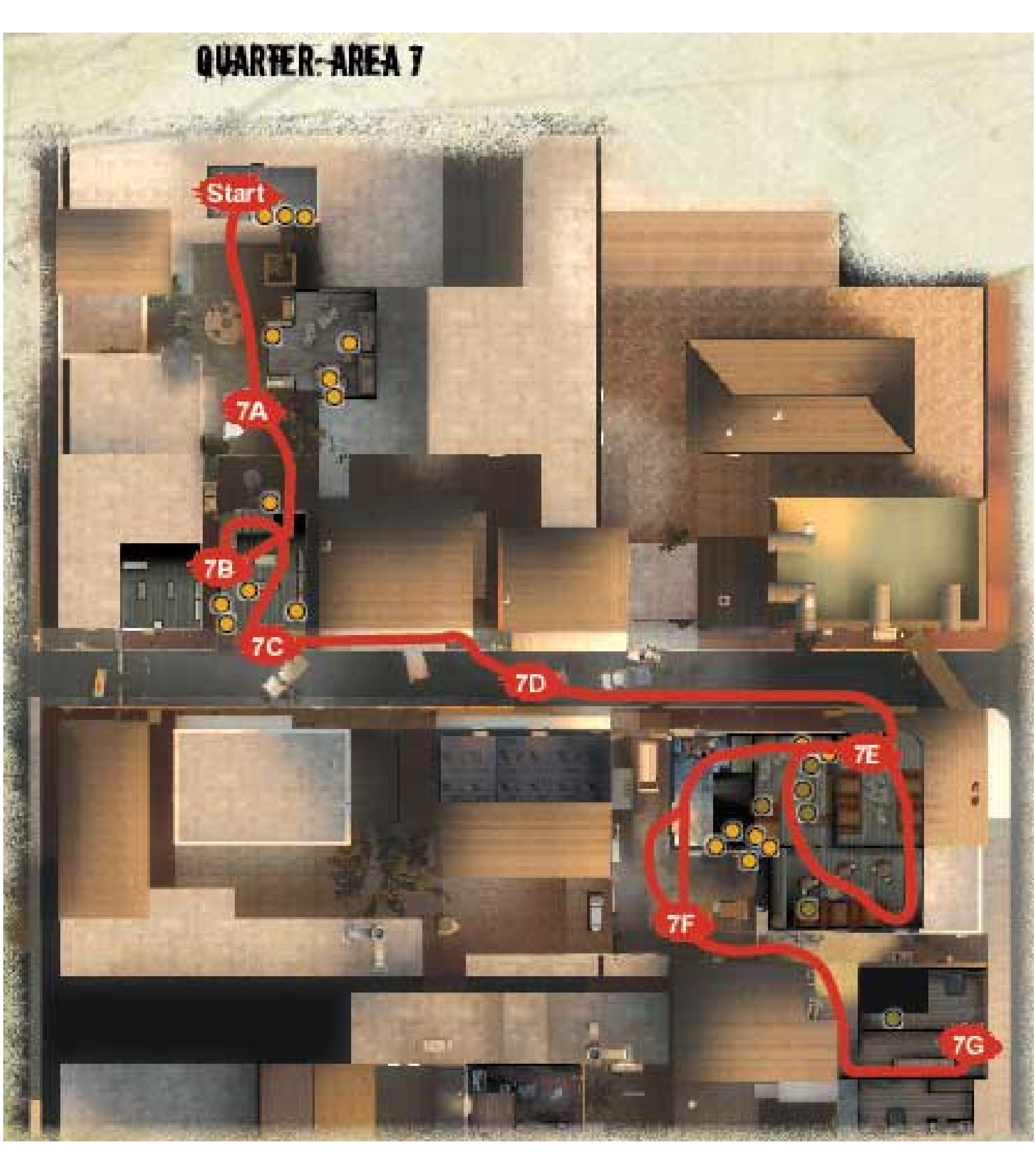
In this area, there's really only one location where your prowess and offensive capabilities can help thoroughly bewilder and waylay the humans—inside the cemetery. Of course, before then you might want to pull a Survivor or two back along the freeway after the others drop down. When your foes enter the cemetery, their movement is erratic due to the random nature of the layout, so make the most of your attacks by clustering them near the obelisk.

There are a number of alcoves between graves where you can hide, dart out, and incapacitate your foe (picture 1). Also, the long, narrow verges between the graves are perfect places to mount a charge, or spray Spitter vomit. Piggyback (literally) onto other Special Infected attacks, such as by steering a human into Spitter acid (picture 2), and try to keep your human foes disoriented so they never find their way out of here!



The Parish

One-Way Street and Jazz Club



Claustrophobic Culling: Quarter Overview

The rear of the double-gallery house opens up into a once-beautiful courtyard, which is now filled with pitiful Infected. So begins a compact and condensed killing spree among the narrow alleys and interior rooms of the city's historic quarter.

Step out onto a balcony overlooking a one-way street, and dash down it the wrong way into a Jazz Club where the hip cats have been replaced by slobbering fiends. Escape out the back into an alley that leads to an apartment and ascend to another balcony.

This overlooks a courtyard where a tractor and its carnival platform are parked. Once the route is reestablished, you must descend back down to street level, find Gator's Speakeasy, and take a bite out of the Infected. After yet another alley run, force your way through a store and out into the open under the freeway to the biggest landmark and your key to freedom: the bridge.

+ A competent team should have a method of clearing house interiors with minimal problems. Check the front, left, and right areas for foes instantly.

+ Constantly switch position as you reach locations throughout each area: the person on point turns around and offers covering fire as the rest of the team catches up.

+ The threat of Infected incursions is less once a building interior has been cleared. Position teammates at exits to cover friends wanting to heal.

- Three sections of this map (7c, 7F, and 9D) have one-way drops. Descend at the same time or stragglers face death at the claws of Special Infected.

- The narrow alleys and numerous dark interiors favor strikes from Special Infected, so watch out when passing every open window and when stepping into every unexplored room.

- The tractor courtyard can be incredibly difficult because you must wait one minute for the tractor to move—and that's after you've battled to switch it on!

No Quarter in the Courtyard

Fill up on supplies and weaponry (you're likely to need close-range firearms rather than hunting rifles, although anything that pops heads is considered advantageous), and open the Safe Room door (picture 1).

Start

Step back and mow down any charging foes, then step out and have each teammate check a different direction (ahead, left, right, and behind) as you move into this once-tranquil courtyard.

There's a storage room to your left, which one of you can quickly check. After that you all need to push on, between the sections of white fence toward the pink house. You can stand on either side of the entrance, then coax foes out into a hail of cross fire (watch for foes dropping down from above, though), or boldly step into the house.

7A

Tip

By now you've realized you're deep in the city, with alleyways, buildings with balconies, and copious places from which the enemy can ambush you. For the rest of this stage (to the end of Area 9), use the tactical team placement that worked well during Stage 1: Your teammate on point should always be checking the path ahead, focusing on enemies at close range, and exploring the pathways.

One or two more players should back up the first, blasting enemies to the sides, or any that he doesn't see. These players should also scan the walls, balconies, and rooftops for foes seeking to outflank your team.

Finally, one or two players should provide longer-range backup, focusing on sniping foes in the distance ahead, but always ready to blast foes heading toward you from behind. Good verbal communication is also key, as is instant help whenever a friend is struck by a Special Infected.

Entering rooms can be problematic due to space constraints, so you may wish to have your point person dash in, attract attention, and then backpedal out. Meanwhile, two other teammates stand to either side of the doorway to catch foes (but not each other!) in a three-way, cross-fire massacre.

Continuing through buildings is also a problem, so cycle through "chaperone" teammates that are constantly looking out for others. The "chaperone" enters a room, secures it, moves to a corner and waits for the others to pass through, helping the rear guard of your team with any Infected threats.

Then the chaperone joins the rear of the team and joins the team in the next chamber, where the action is repeated with a new chaperone leading the way. Variations on a tight plan such as this minimizes ambushes from behind and keeps you moving forward.

Painting the Pink House Red

7B

Move into the pink house, which has an empty (and boarded-up) storefront on the ground floor. Cull anything that isn't your team and while one of you guards the stairs (helping friends with attacks from behind), the other three should race to the top, cutting through foes on the stairs and along the way to the upper office with Melee or close-assault weapons as they go. Check both floors for items before stepping outside.

Wrong Way Down the One-Way Street

One of your team is likely to be carrying a longer-ranged weapon, and the occasion to use it is as you step out and look left, down a long, historic street with excellent sniping opportunities. With all of your team on the balcony, you are susceptible to Special Infected attacks, so move along the balcony, dropping Common Infected (picture 1) as you go.

7C

Drop down onto the white van and then to the ground. Have one teammate make sure the other three are on the ground before dropping from the van, as a prone Survivor on the balcony (or in the pink building) is usually impossible to rescue.

Edge your way down the long, narrow street. Expect a small mass of frothing undead (picture 2) to close in on the way, so prepare for this and for Special Infected attacks, such as that of a Charger, or even a Tank.

7D

This street has three interior locations to check: a small store just below and to the side of the balcony you first stepped on, a store on the right before the cluster of cars, and a "police on duty" garage on the left. Inspect these while others guard the entrances. Then head onward, watching for foes that drop in from rooftops and windows and dash in from alleyways.

Advance toward a bus that blocks your path (picture 3). Have a Melee Weapon specialist (in this case, Coach) in the lead and back him up with teammates either side and behind. Watch for rear attacks as you edge toward the Jazz Club.

Going Clubbing

Step into the Jazz Club's interior and clear the sitting area of foes; beware of possible Special Infected (including the ever-hideouswitch) as you do the shooting or slicing. Then step into the bar area (picture 1) where Infected roam.

7E

A variety of items can be obtained from the bar itself. Push through into the performance area and clear the zombies by the piano. The stage allows one of you to give covering fire to the others in the bar, as you can aim at foes on the balcony above and prevent Smokers from pulling up your friends and choking them, and other attacks from above.

When the stage is cleared, move through the tables and up the stairs to the pool room balcony above (picture 2).

7E

Expect additional attacks here. Those teammates with ranged weapons can use the tables to dodge around while blasting heads. Move across toward the storage room while watching very carefully for signs of a Smoker on the rooftop back in the one-way street. The open window (picture 3) is a nasty ambush spot, so have someone sidestepping and shooting to prevent this.

Check the storage balcony for items, watching out for foes climbing up and into this narrow ledge. Then be sure to drop down all at once.

Tip

If one of your team is pulled through the open window and back into the street, use the parked white van in the alleyway courtyard as a stepping stone to leap back over the railings to rescue them.

Alley Oops

7F

The storage room leads out into an alleyway where you can plan a variety of methods of foe disposal, for example, covering a lead team member at the start of the alley (picture 1) while they run to the covered entrance on the right (picture 2), and using explosive items usually found at the storage room to set any group of Infected on fire (picture 2).

Use the items you have, such as Propane Tanks and Fuel Cans, in this manner throughout your Parish excursion. Enter the covered entrance and locate the door on your left at the end of the alcove.

Staircase Climb

You must reach the third floor of this tall dwelling, and this means navigating two staircases and landings. Step through the doorway from the alleyway as a team, and perform adept covering maneuvers as you ascend: Have the lead teammate use a Shotgun or Melee Weapon and head up the steps for close-quarters slaughtering, while two additional teammates check the landing up and to the left and bring down foes they can see in the shadows. The final teammate checks for missed foes and ambushes from behind.

7G

On each landing, check the adjacent rooms (two team members can check, two should guard) for Items and lurking Special Infected, and then you must ascend to the next landing (picture 1) until you reach the top floor.

After looking over the chambers, move through the wall into the adjacent building's bedroom. It has storage closets to find items in and a doorway that lead out into an open courtyard balcony (picture 2).

Effective Infected

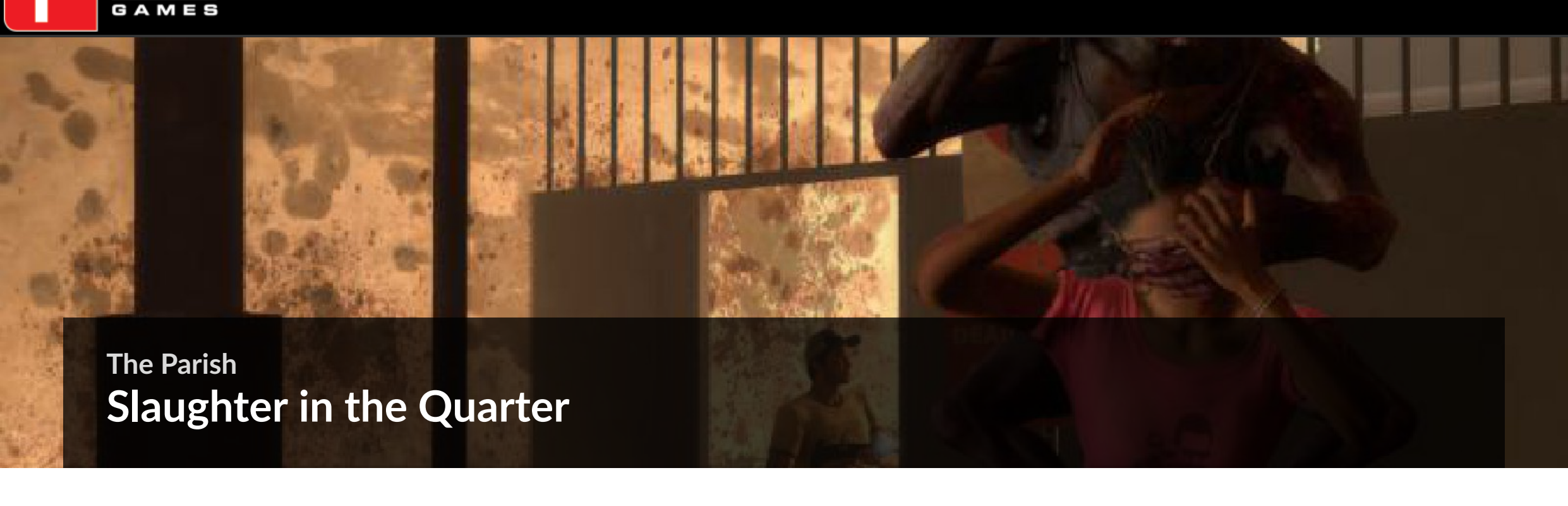
Plan your attacks carefully in this part of the Quarter, as the humans can quickly pass you by if they know the winding routes to follow. The usual attacks from rooftops where the humans don't look, balconies they can't reach, and the dark corners, small cubby-holes, and around corners of interiors are all viable ambush spots.

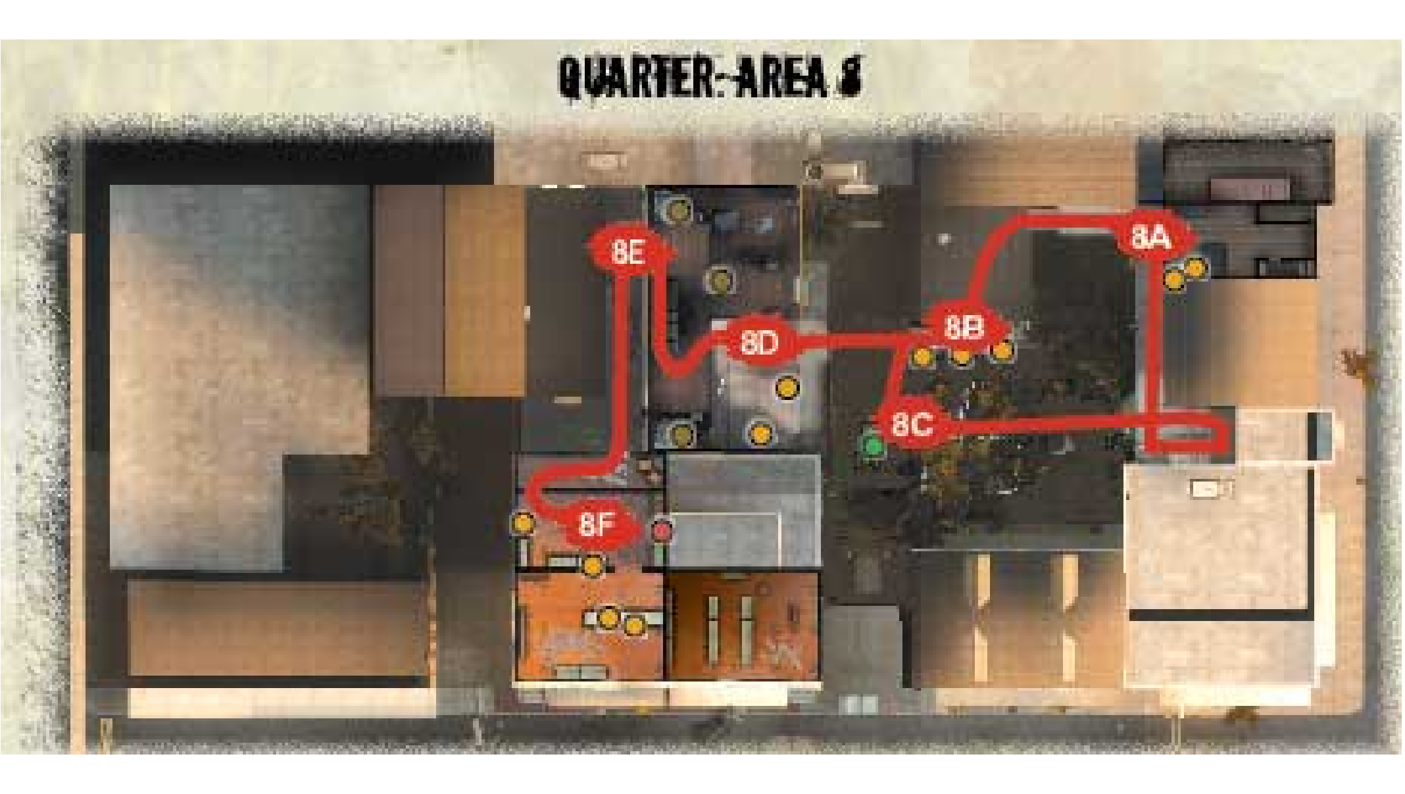
Spitting should take place on stairwells and other narrow thoroughfares where the acid can't be avoided. Many of the buildings (such as the Jazz Club; 7E) have upper balconies from which to launch attacks (such as using a Smoker tongue to choke a victim). The one-way street (7D) is excellent for charging, especially if there's a Tank already slamming through the team.

The open window on the upper floor of the Jazz Club is the perfect place to lasso and pull a foe back into the streets, and it takes time for the team to rescue your victim. Finally, try leaping up through the open window at the narrow storage ledge attached to the Jazz Club interior, or attack just as they drop down (as shown), or lurk atop the landing stairs in the interior house (7G) they must climb.

Caution

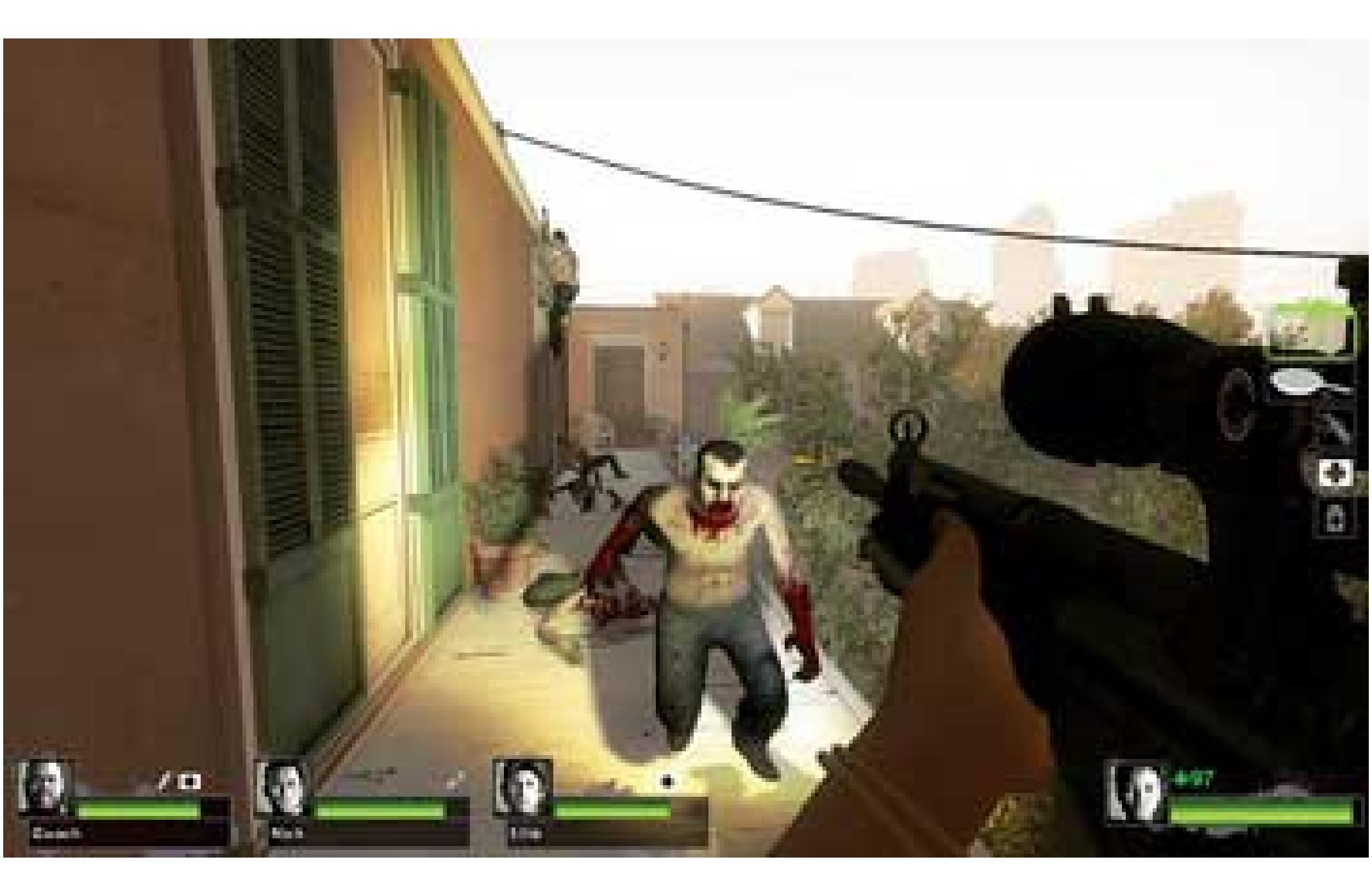
Tanks are even more effective at crushing foes if there are cars and dumpsters on streets and in nearby alleyways that these behemoths can use to slam into Survivors.





Death Trap Tractor

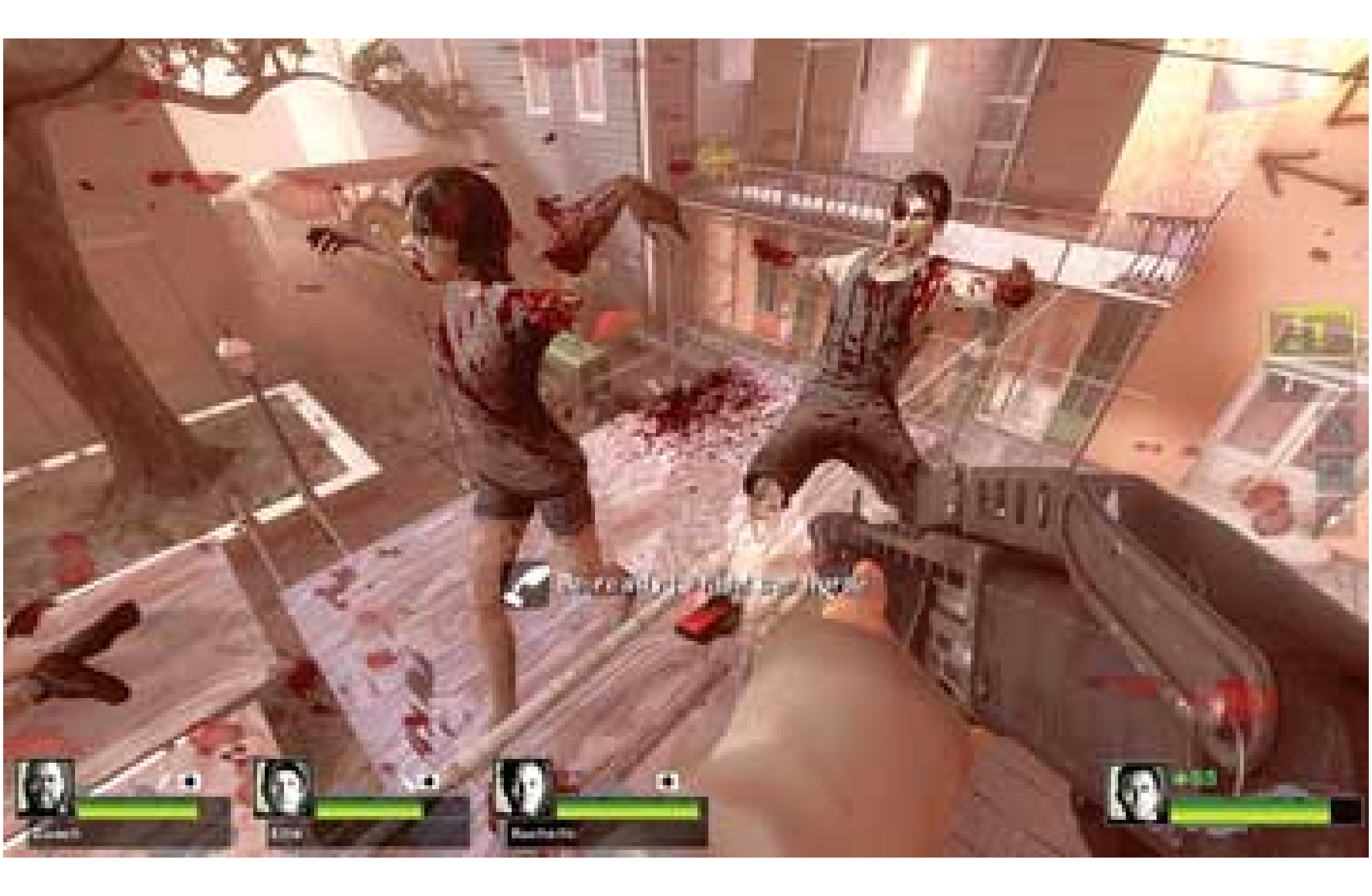
Before stepping onto the balcony (8A), be sure you've reloaded your weaponry and have a full complement of projectiles and health for this death trap. The exterior courtyard, surrounded by buildings in various states of disrepair, has no current exits.



8A

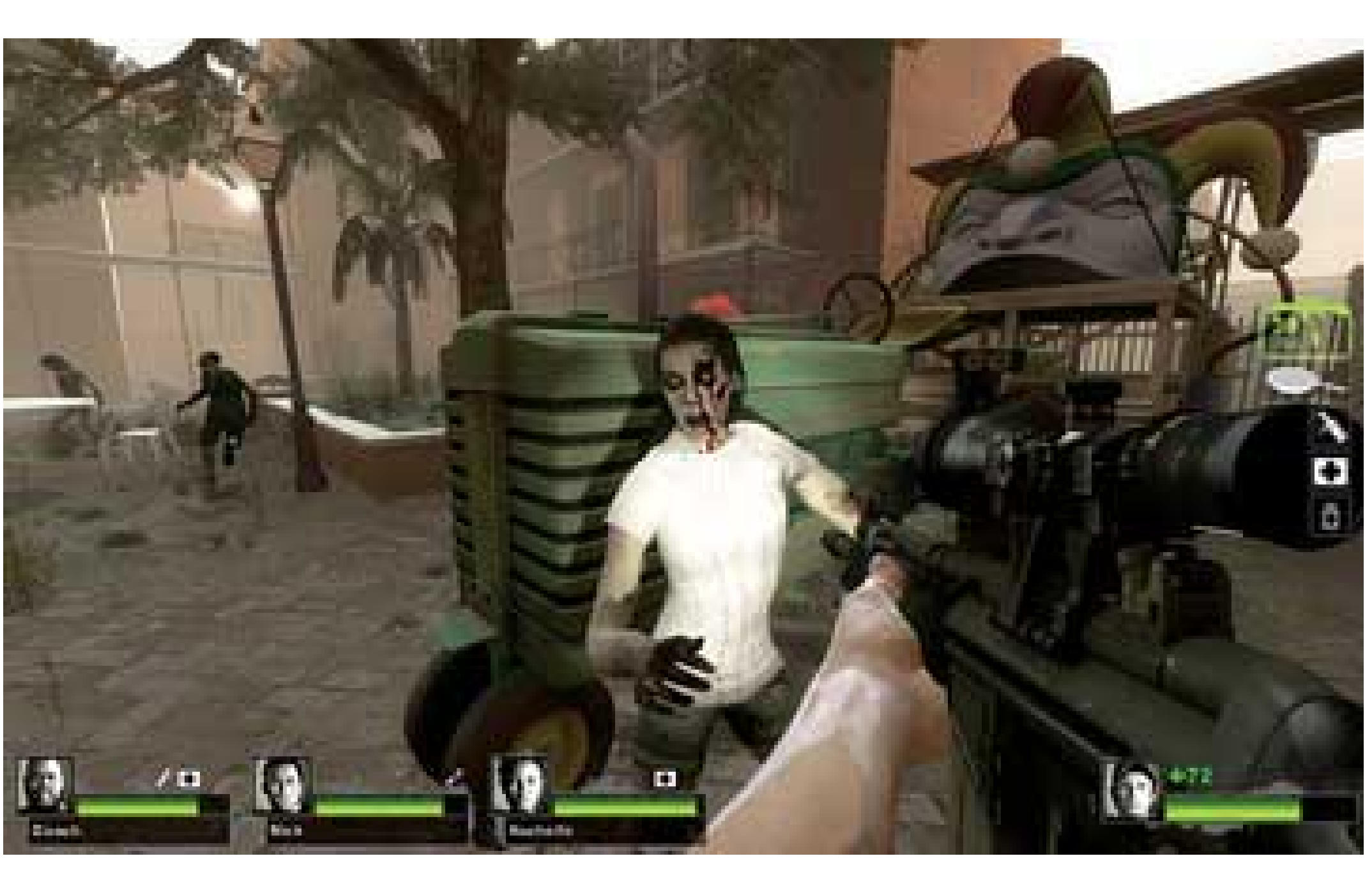
The building with the skeletal roof on the opposite side is where you need to be, but the gap across is too long to jump. Fortunately (and this term is used loosely), there's a green tractor on the ground (picture 2) with a carnival float attached to it.

If one of you can start the tractor, it can trundle across the courtyard, stopping where the float can be used as a stepping stone. There's only one drawback—the noise the tractor makes alerts the Horde!



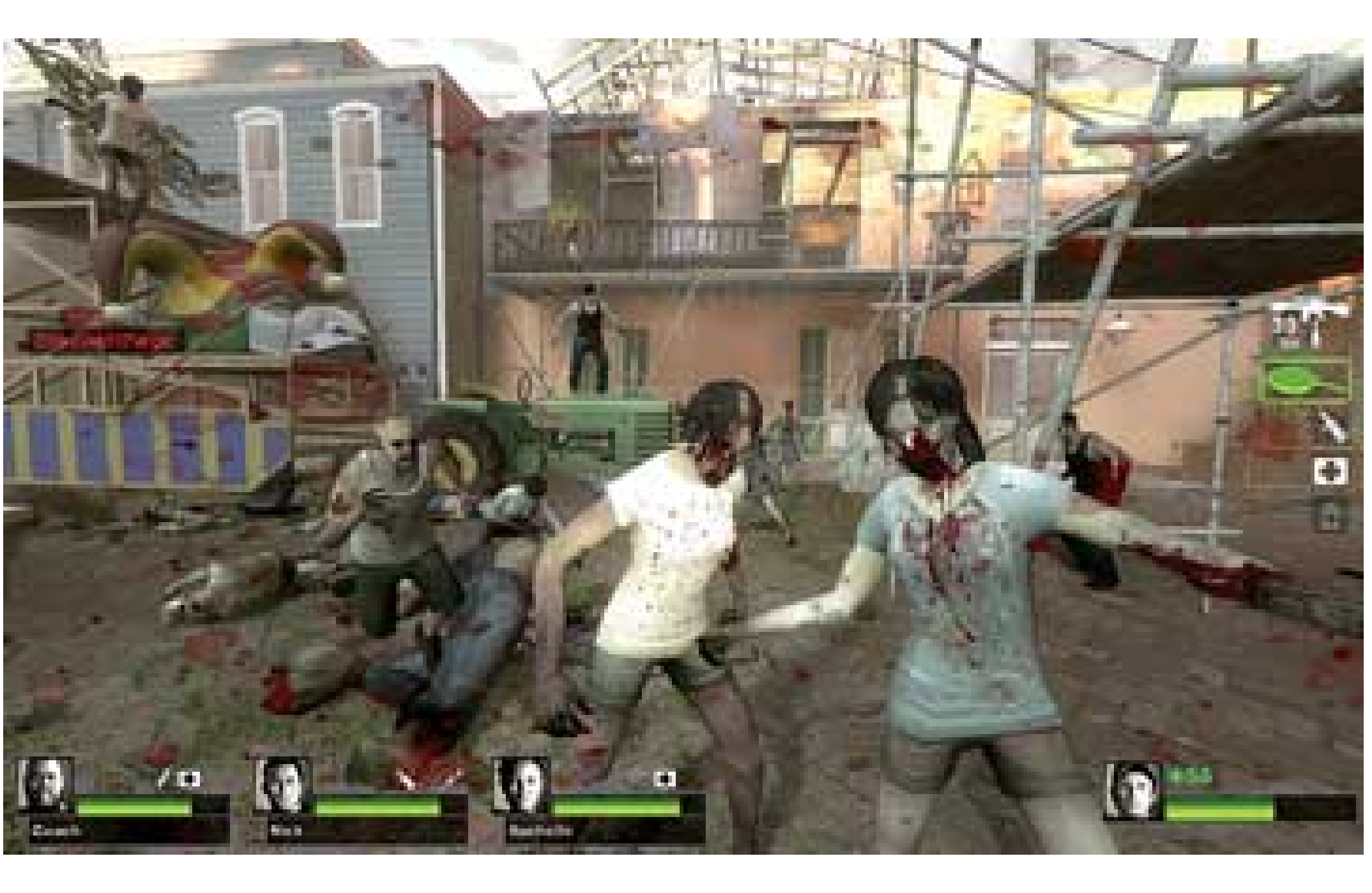
8B

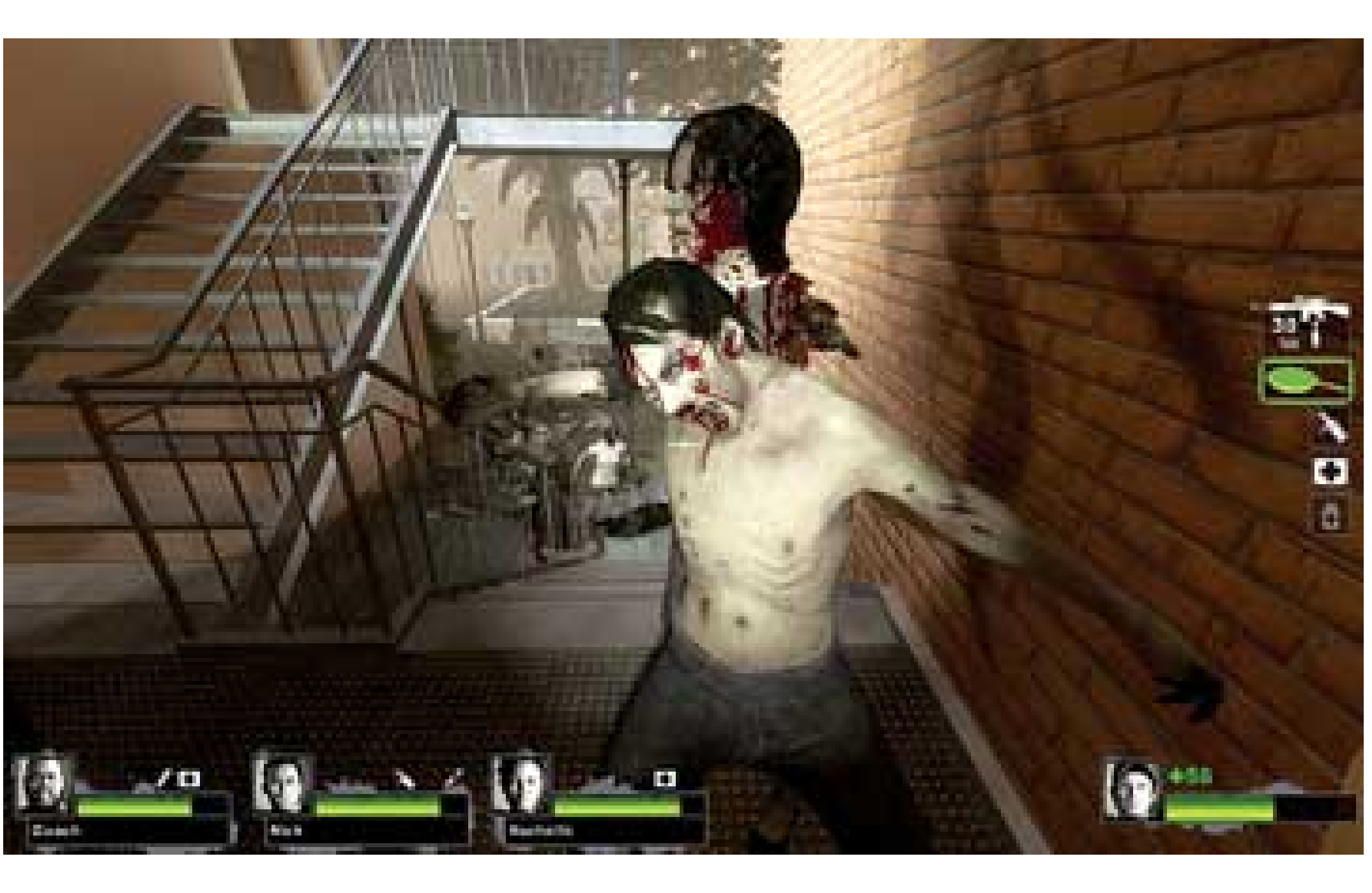
After some hurried planning, elect a person to go on "point," ideally someone with Adrenaline. This teammate should drop down, either via the low roof house extension (8B), or the stairs to the left. Inject Adrenaline if there are already too many enemies to fight through, and use a Melee Weapon to clear the path to the tractor (picture 3).



8C

Flick the switch on the left side of the tractor, and then retreat across the courtyard (picture 4) to the stairs (picture 5). You definitely do not want to be on the ground as the Horde arrives. Backpedal to the stairs and back to the balcony.



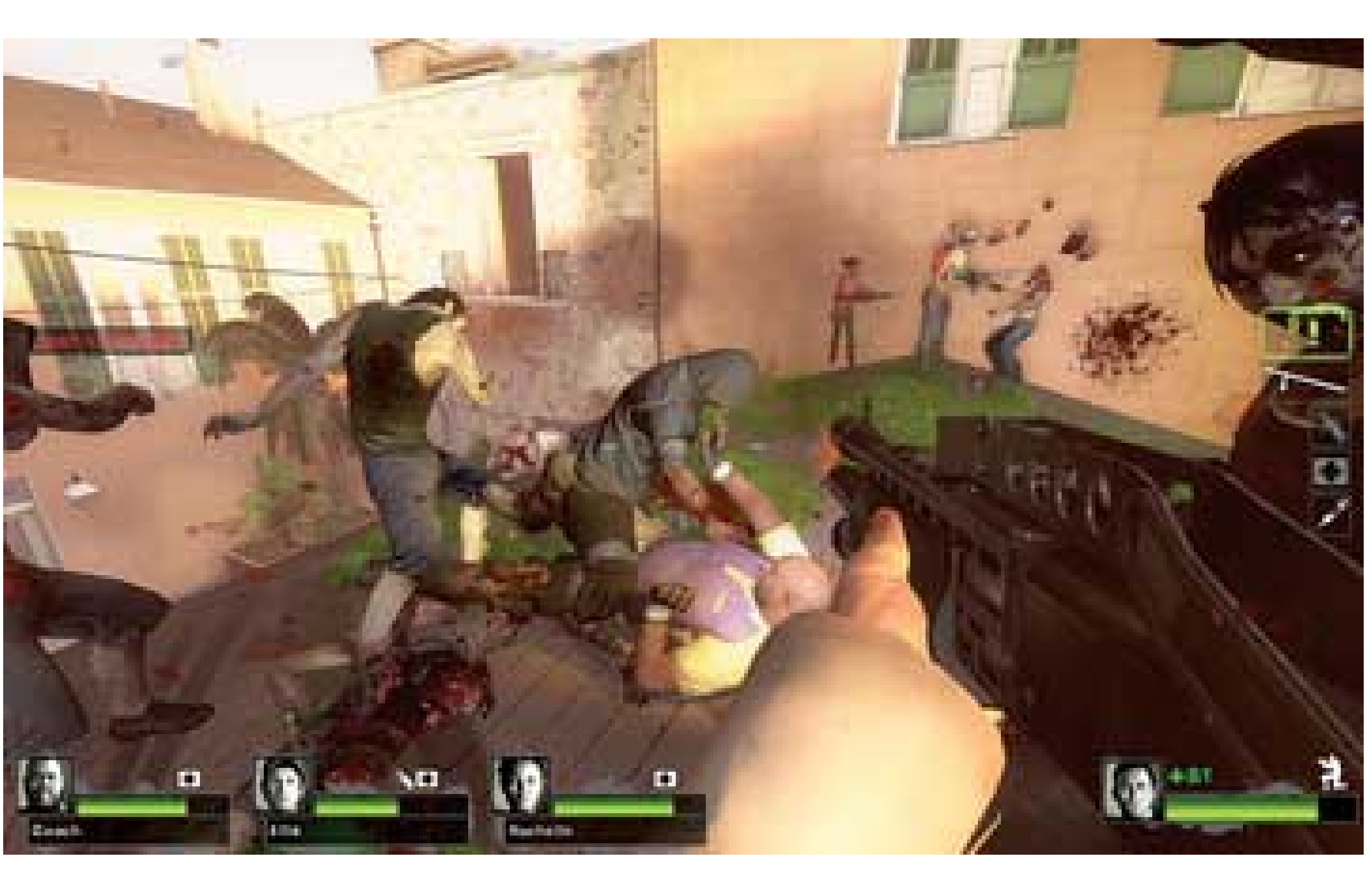


Note

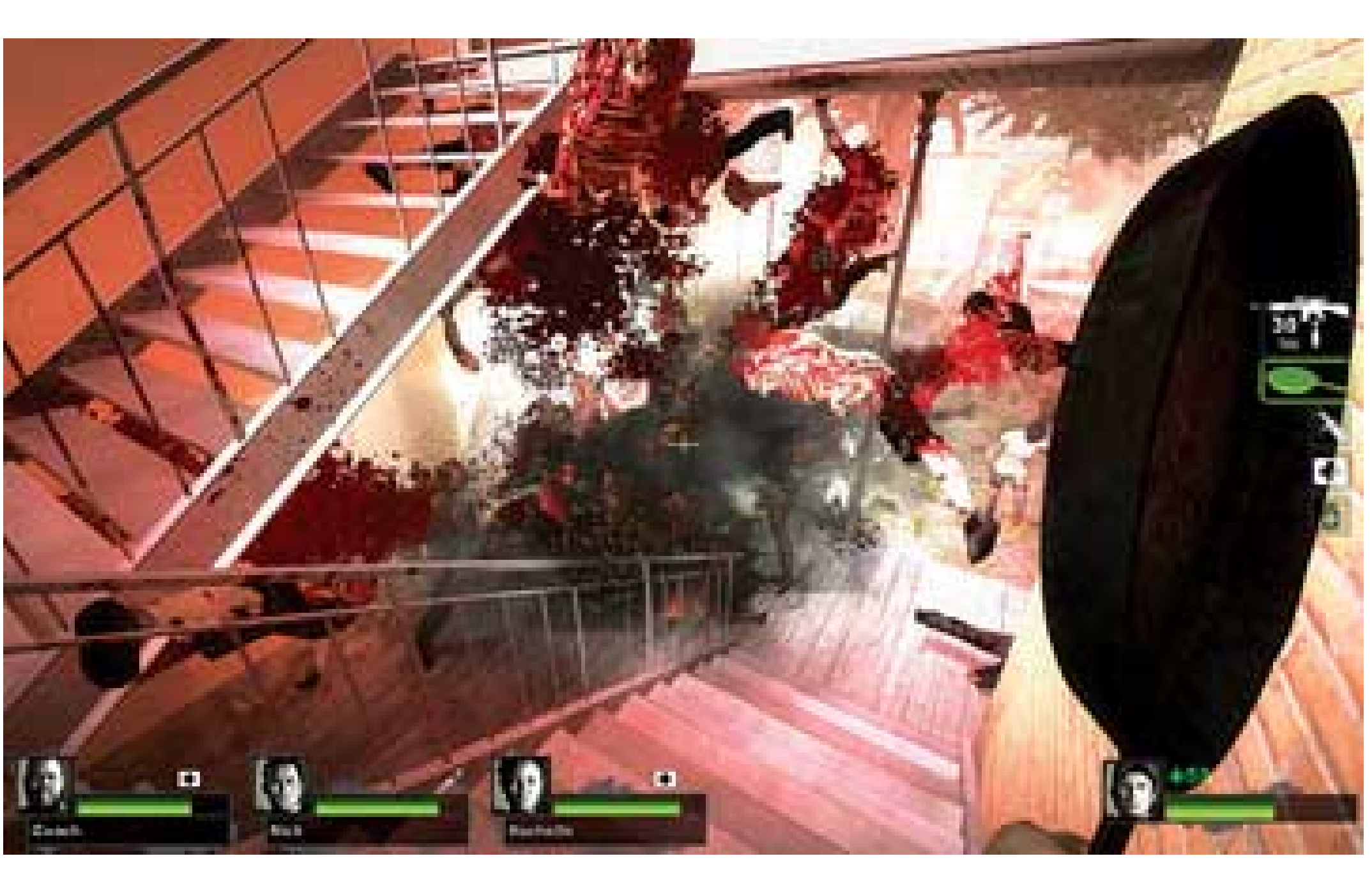
The tractor takes about a minute to trundle across the courtyard, before allowing you access to the top of the float and freedom!

While the "point person" attempts this plan, the rest of the team should stand on the balcony or low extension and provide covering fire. But also watch for foes heading in from the building you came from (7G), the rooftops, the stairs, and clambering over the balcony railings.

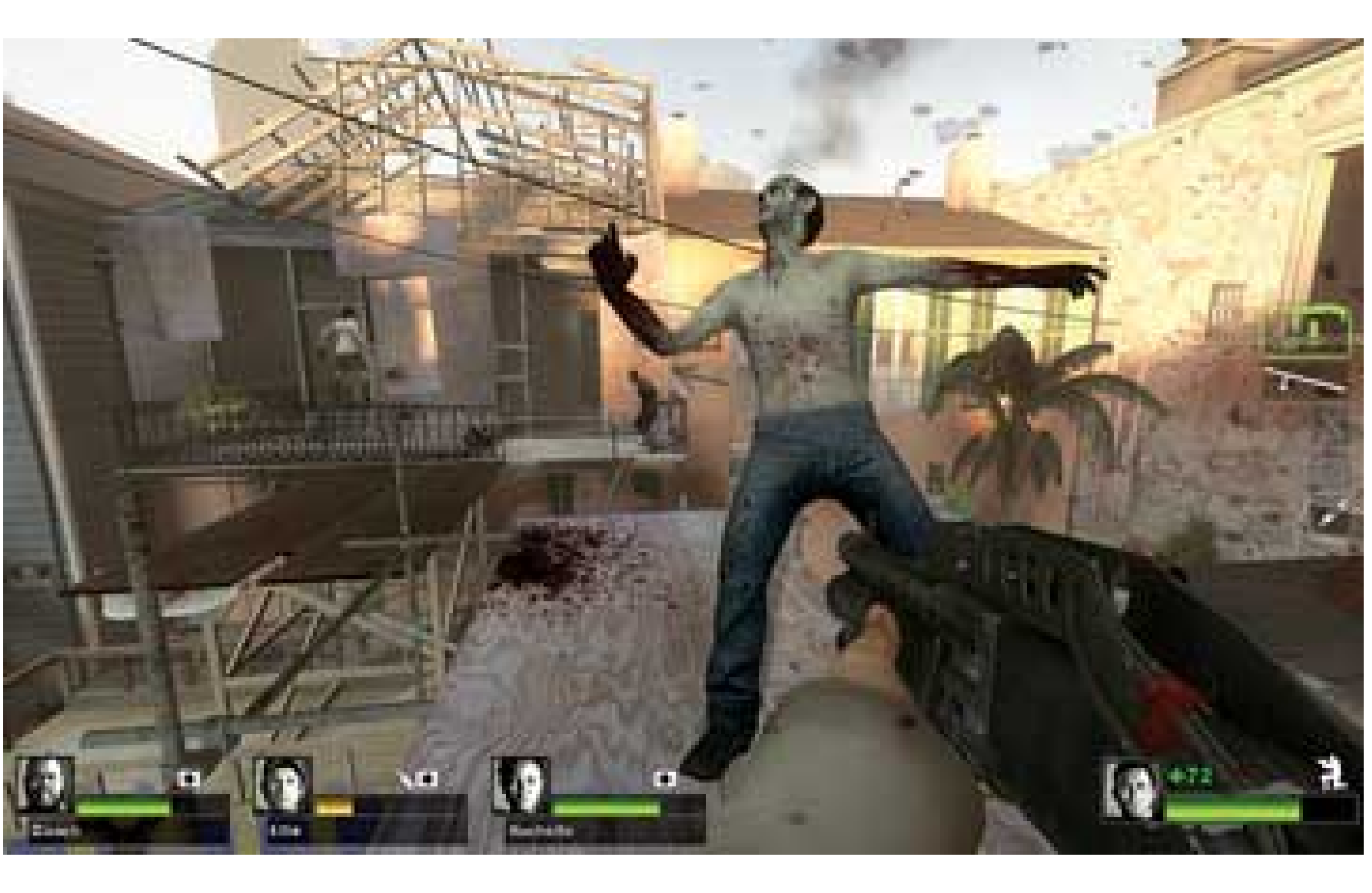
When the Horde arrives, continue to battle on the upper areas of the courtyard, optionally moving to the low house extension (picture 6) that offers better strafing. Have a teammate guard each side to minimize the Horde overwhelming you, and watch intently for Special Infected.



Projectiles are another way to maximize success potential; make sure you lob in a couple of Pipe Bombs (picture 7), Bile Bomb, and (to a lesser extent) Molotovs during this altercation. If a teammate falls or is dragged to the ground below, they should run and take a defensive position on the stairs on the same side as the balcony before ascending back to the team.



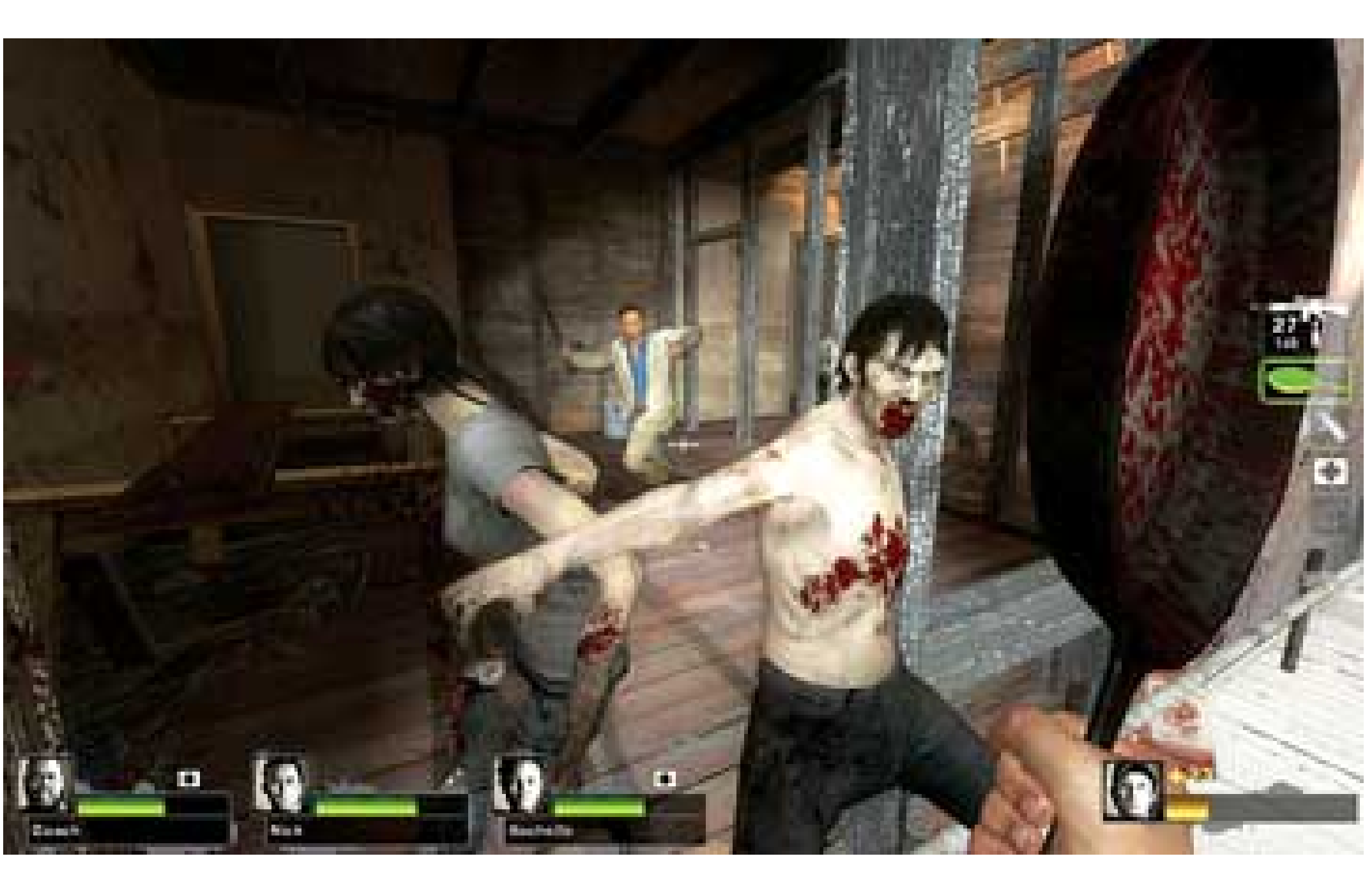
When the float finally moves into position, step off the extension roof, onto the wooden scaffolding, and dash across to the skeletal building (picture 8).



Caution

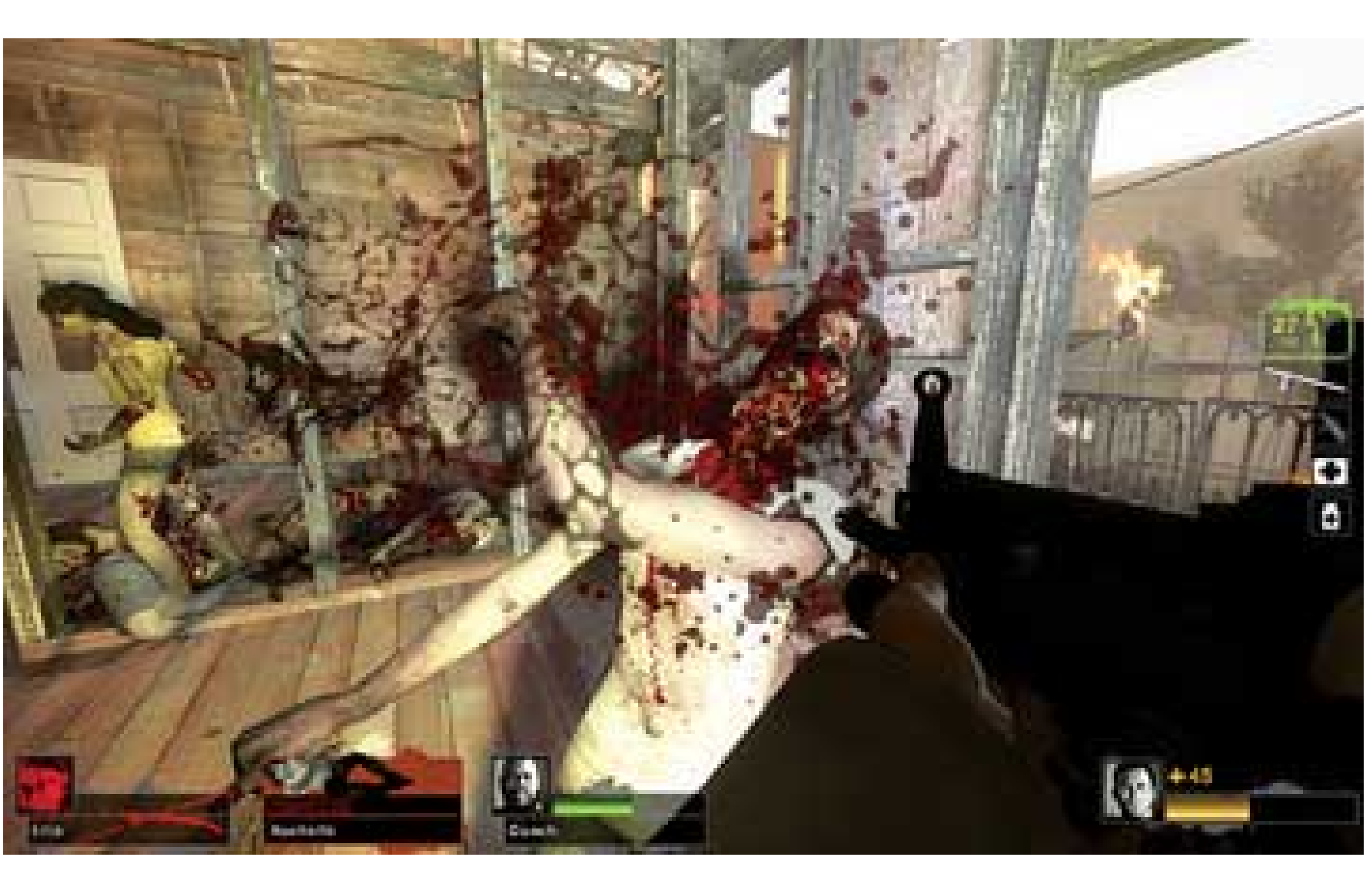
If Special Infected have made the low extension roof a chokepoint that is too dangerous to stand on, move to the balcony or stairs. Expect Special Infected to focus their wrath on you during this minute of terror!

Escape!



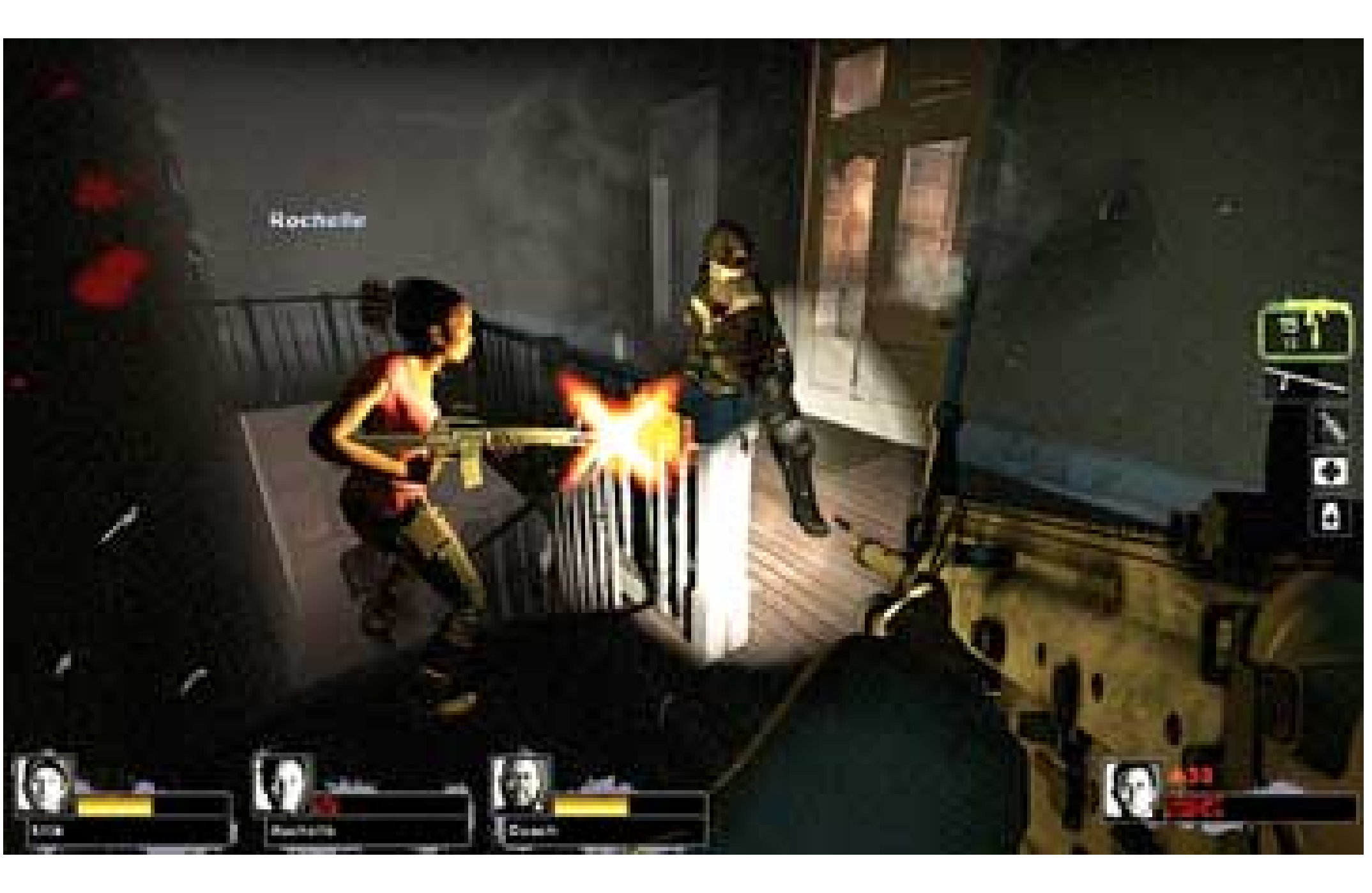
8D

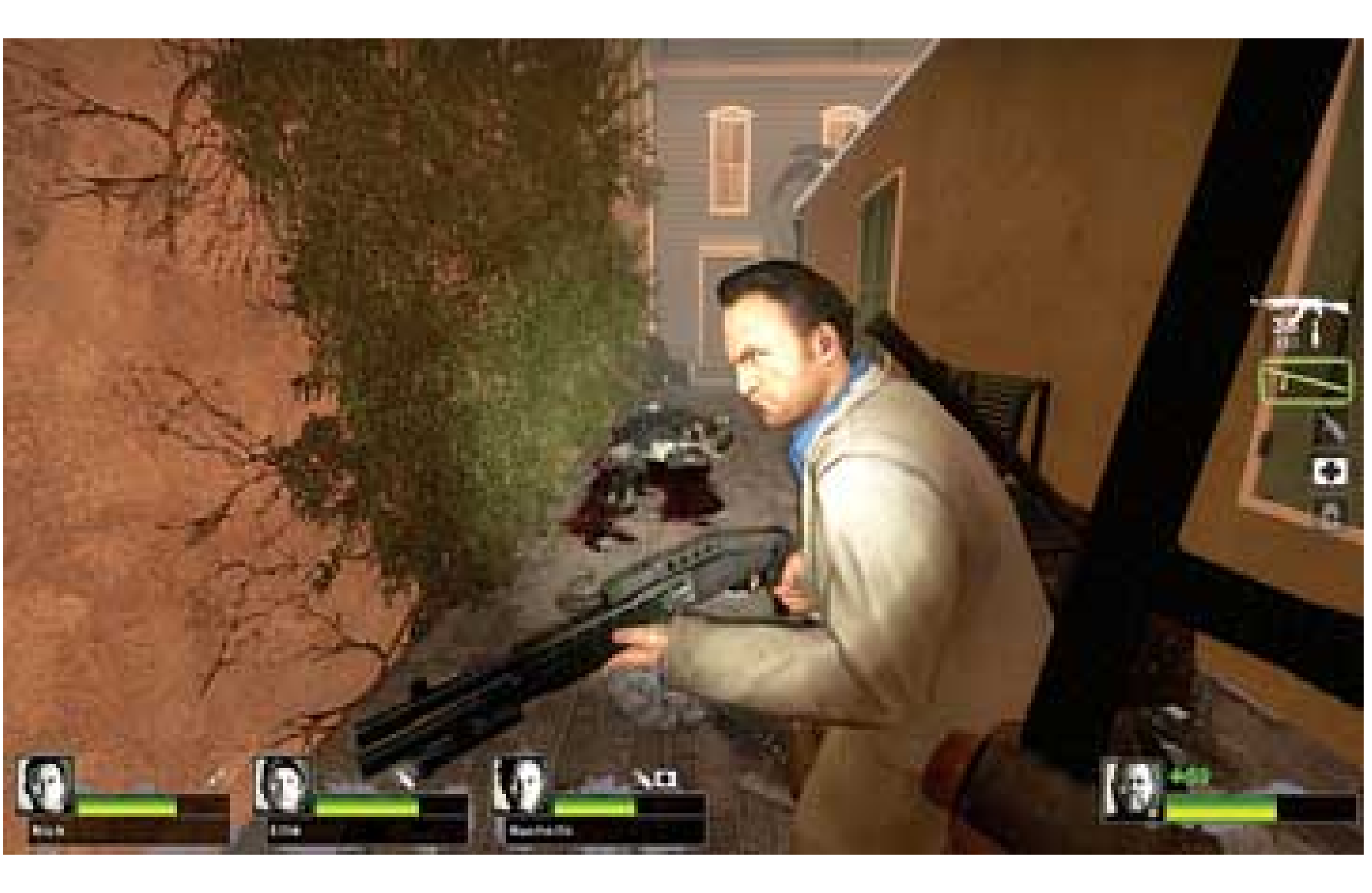
Dart across the planks over the float and into the half-ruined row house. Employ a Melee Weapon to deal with the remains of the Horde (picture 1). Expect a wave of additional foes to waylay you from the inside of this building (picture 2) as you provide covering fire for the teammates still milling about in the courtyard.



8D

Use a mixture of threats and foul language to coax them across and into the building, then search the interior rooms while watching for enemy ambushes (especially the Special Infected). Descend the stairs (picture 3) and step outside into a long, narrow alleyway (picture 4).

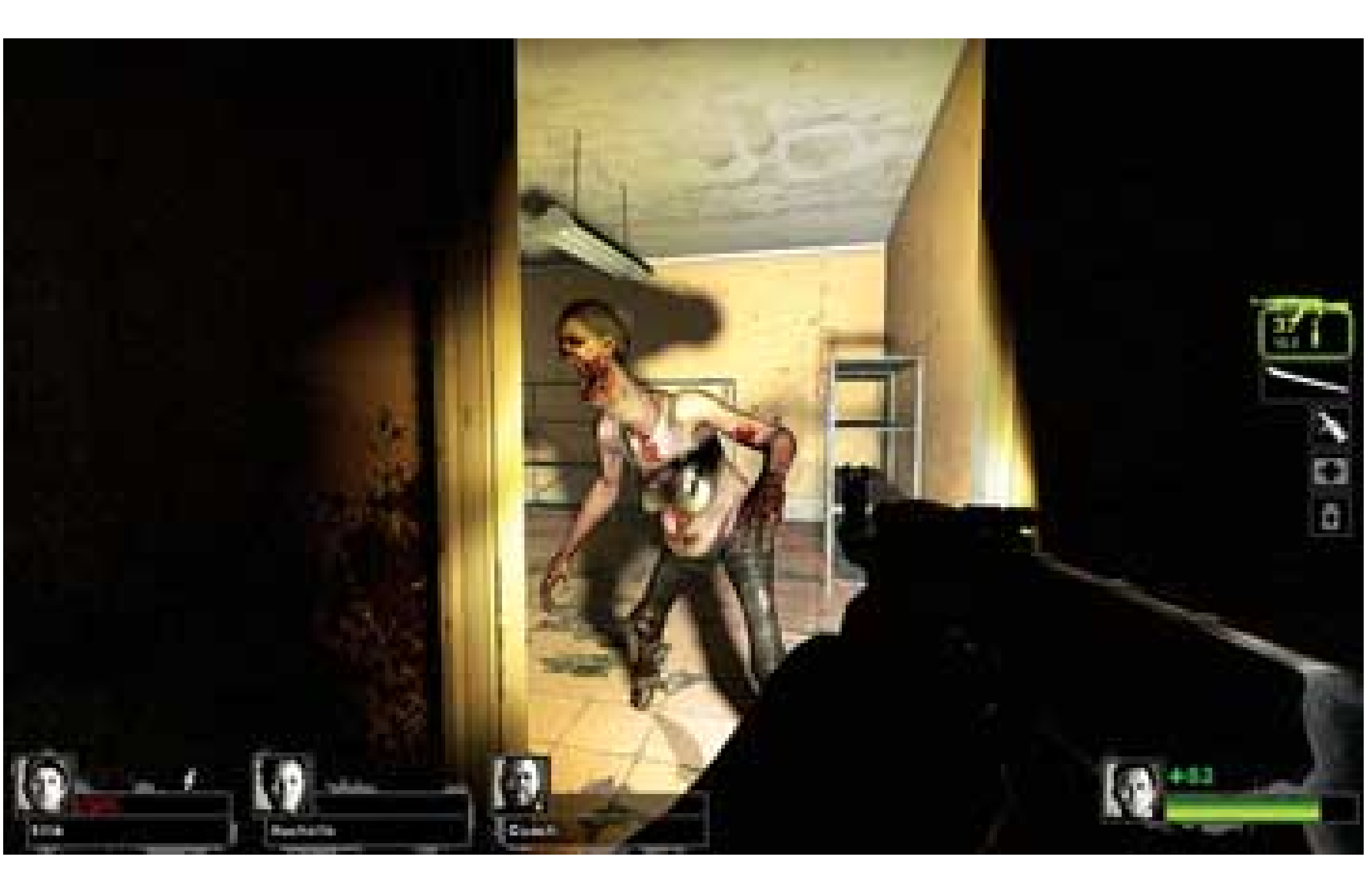




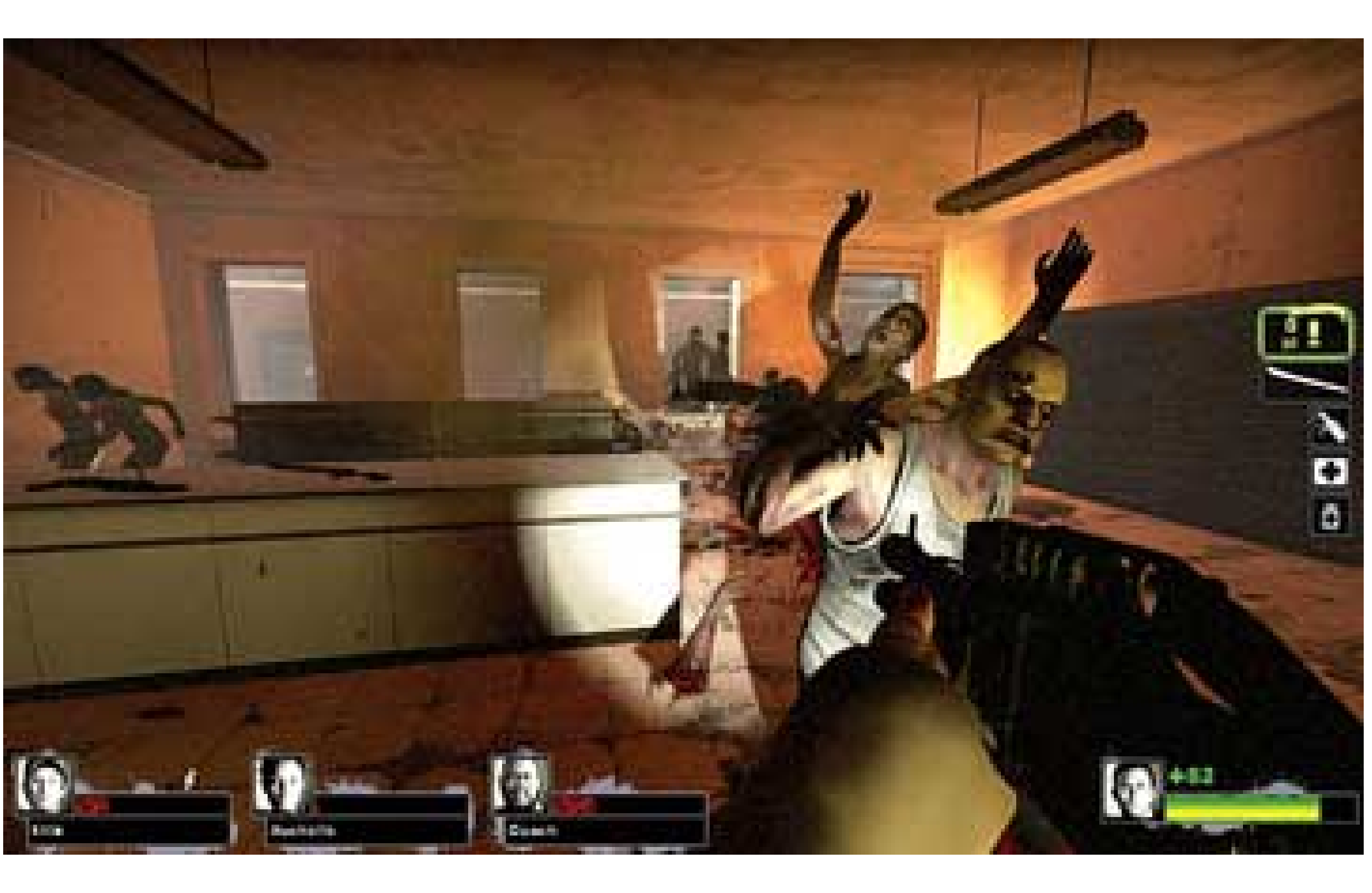
If there are no Chargers present, run down the alley into the doorway at the far end. Watch out for an ambush on your right, or from above.

Everything Must Go!

Move into a narrow corridor at the back of a ransacked store, move to a second doorway (picture 1) and deal with any threats, hideous or Common. Then step into this area and checking the First Aid Station and shelves for items.

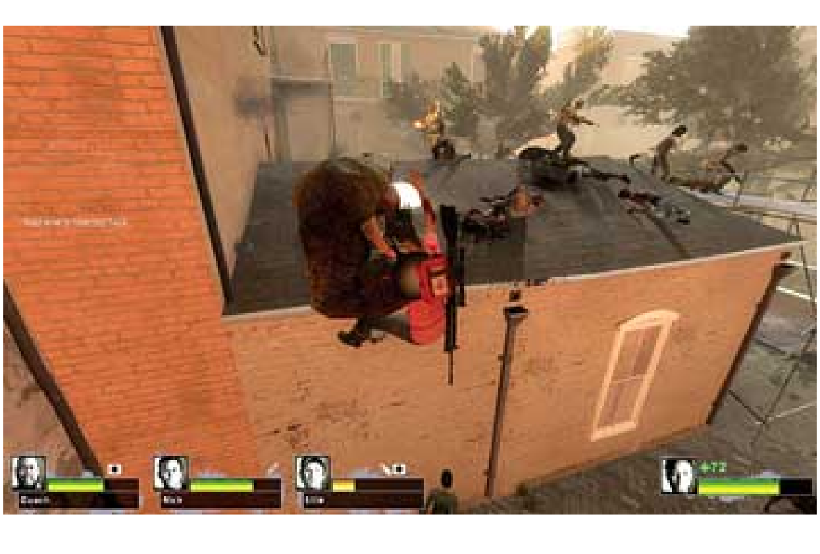


Only do this if the coast is clear; there's likely to be frothing freaks running at you from the main store (picture 2), so be sure a couple of your team stands guard here and a third keeps an eye on the doorway you just passed through. Beware of an ambush.

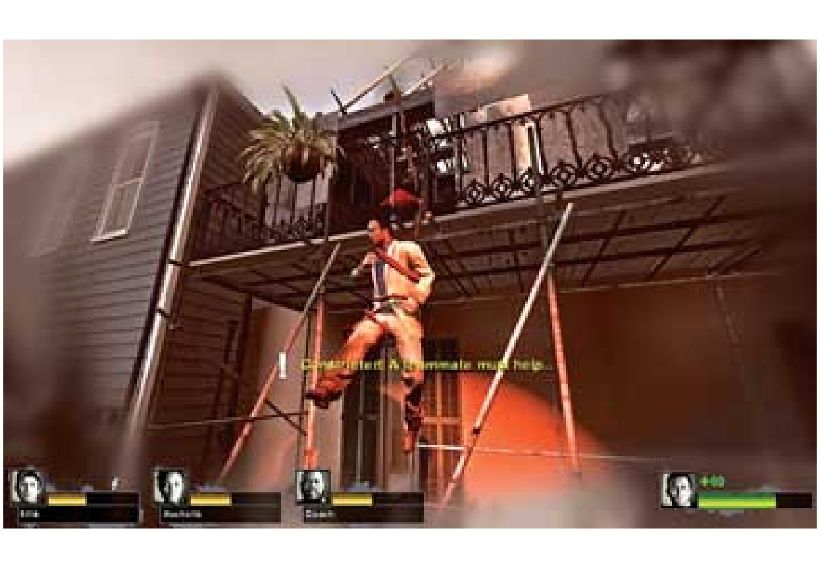


8F

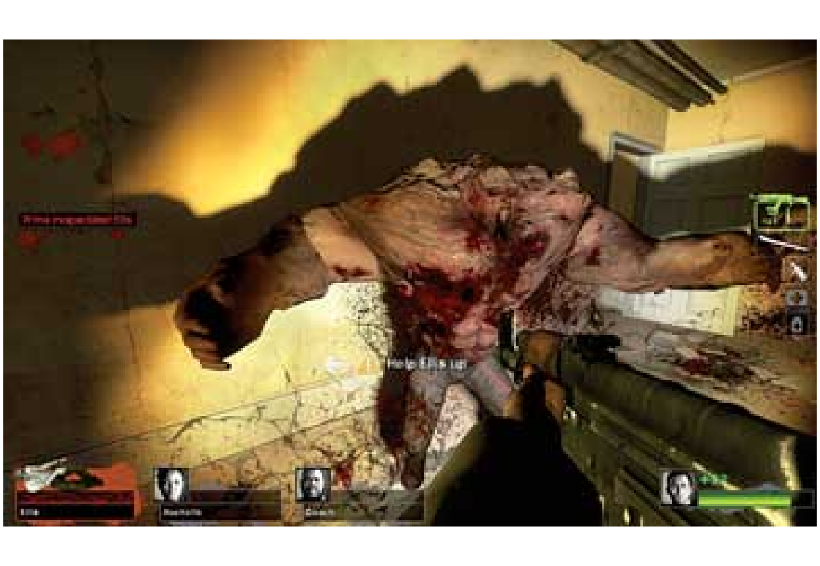
Effective Infected



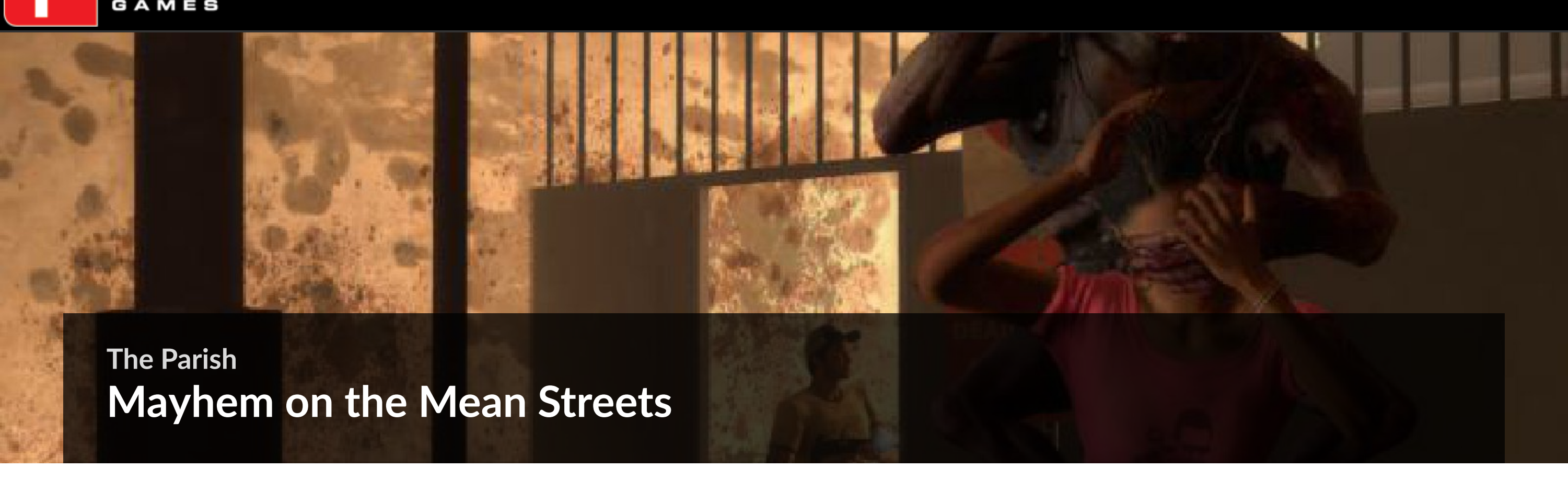
Complete human annihilation is necessary during this courtyard battle, as you have a huge advantage over the Survivors. They must wait in an enclosed area, battle the Horde, while you can maneuver to locations they can't easily see or aim at. The low house roof extension is a good place to focus on.



The Spitter can coat the entire roof with acid, forcing the humans down to the ground or onto the narrow scaffold. Follow this up with Hunter, Jockey, or Charger (picture 1) attacks. You can even waylay the human responsible for activating the tractor, but lasso him after the Horde hears the vehicle start (picture 2).

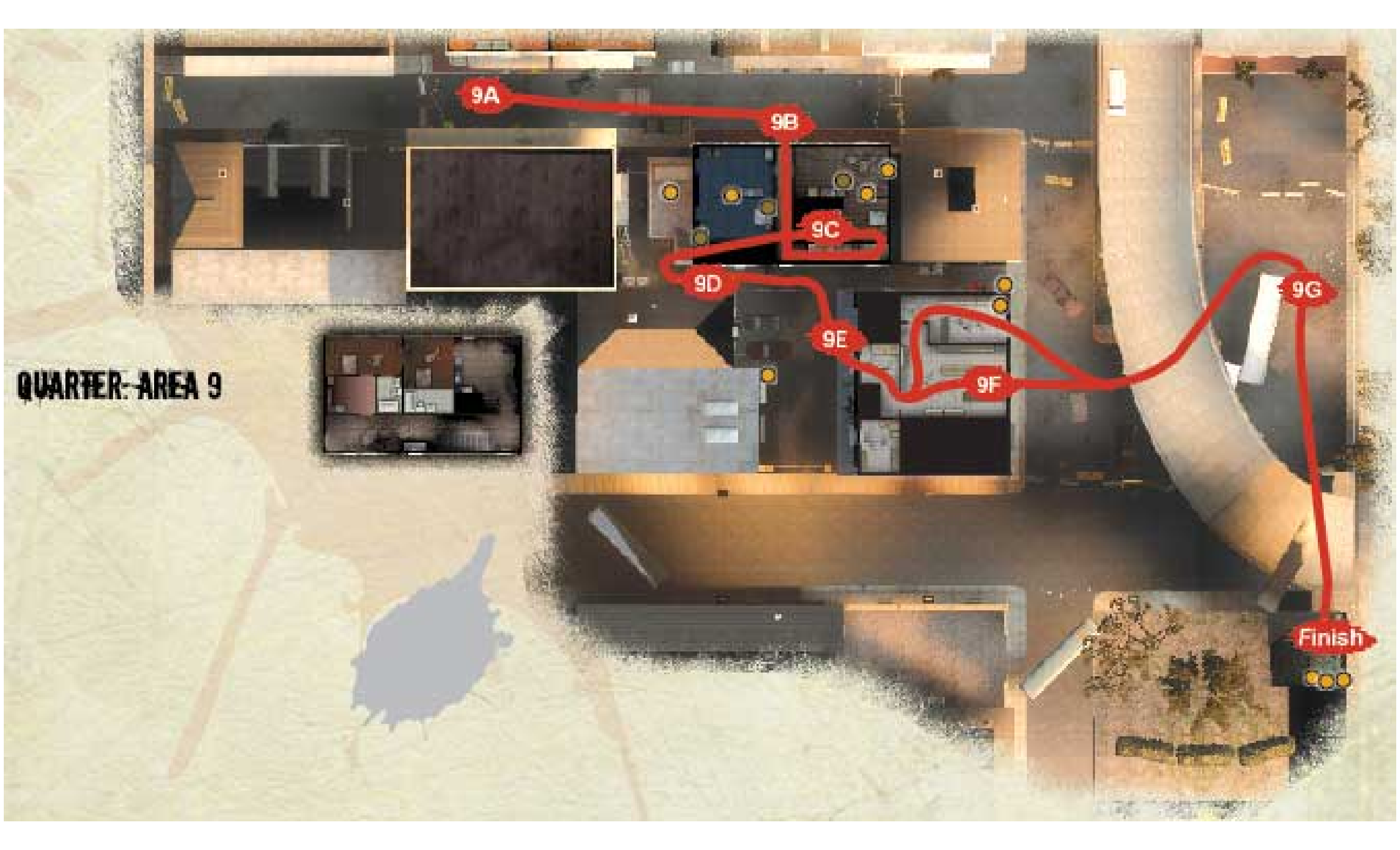


The humans are likely to be wounded and not expecting attacks in the subsequent house, which is exactly why you should attempt to savage them here, as well as in the narrow alley. A Charger at one end and a Spitter at the other can really deal some damage! For aggressive attacks, ideally using the Tank (picture 3), the narrow corridor in the store (8F) can cause the Survivors to retreat back in the alley. So pin them and attack from both directions.



The Parish

Mayhem on the Mean Streets

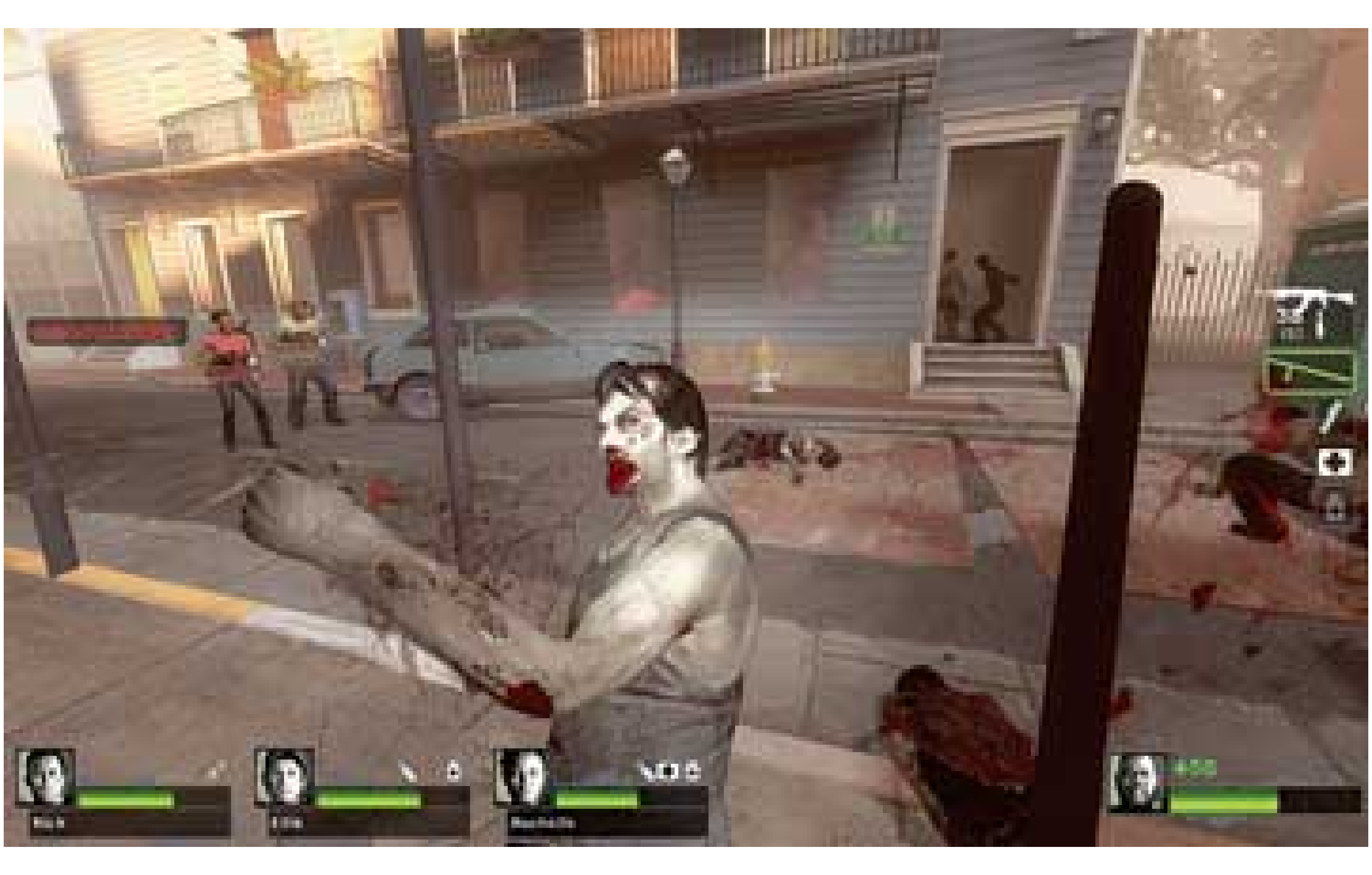


A.I. Director's Cut

Vehicles parked throughout this area may be alarmed, so look for warning information and avoid them accordingly.

Further Bombardment

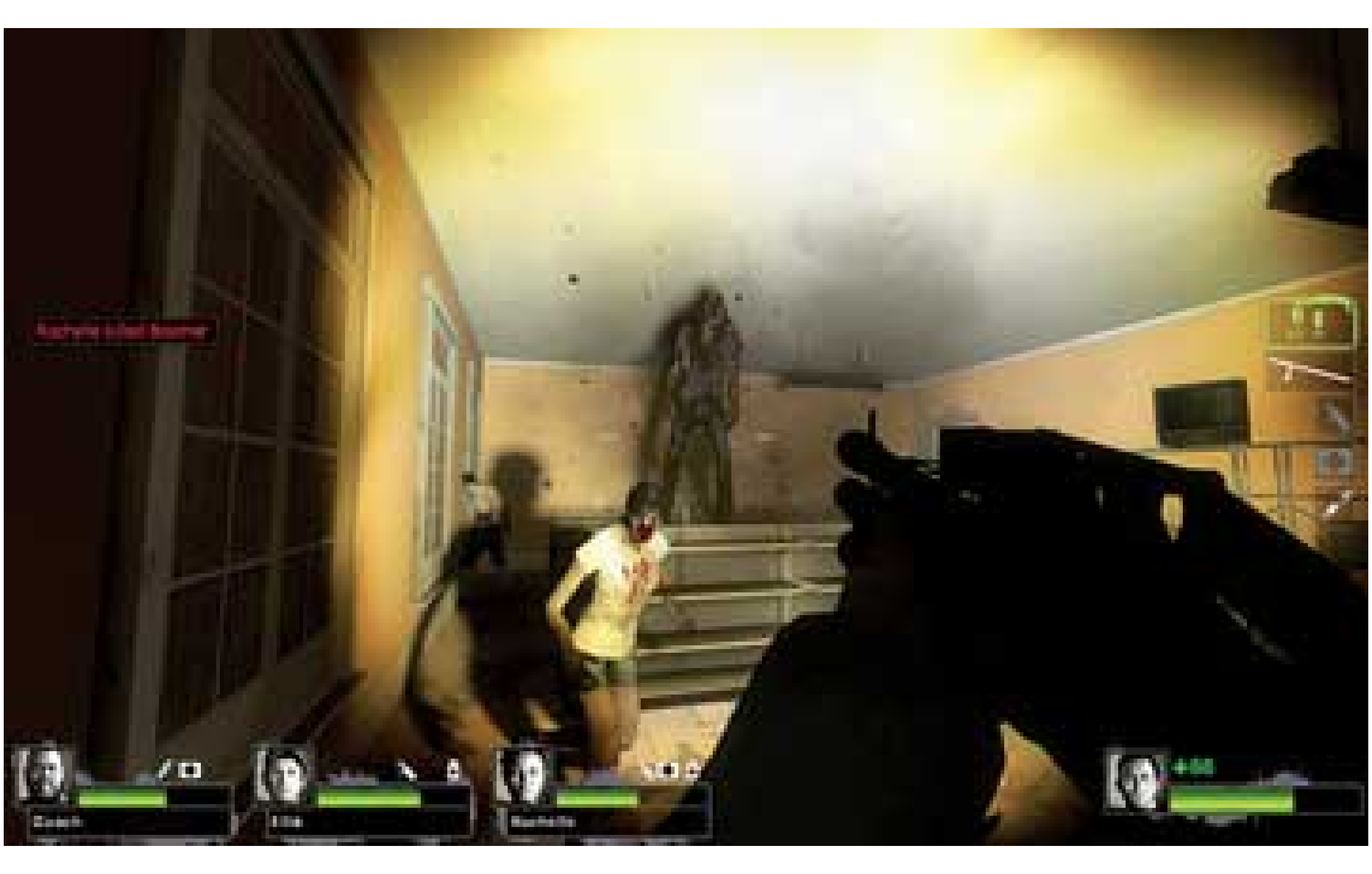
Step out into the street, and optionally watch as the military's aerial bombardment of the city continues. Then begin a period of zombie bombardment (picture 1), defeating a mass of foes alerted by the explosion.



9A

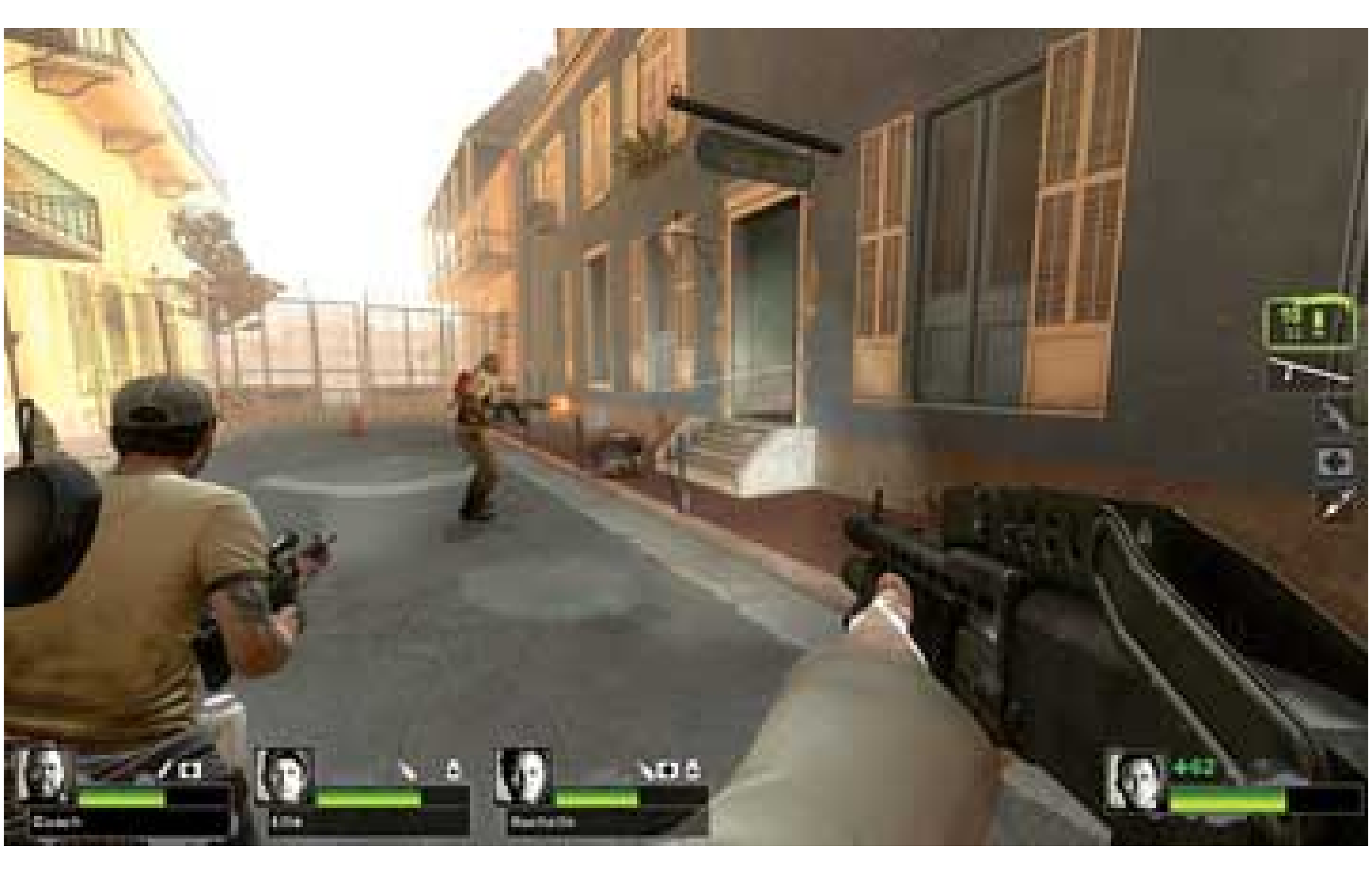
The same tactics you used in the previous, one-way street apply here. Offer a lead Melee Weapon-wielder some ranged support while checking the balconies, rooftops, and behind you for signs of Special Infected and ambushes.

This street has many boarded-up dwellings, but the store adjacent to (right of) the one you emerged from has an interior you can check for both items and Special Infected (picture 2), but have a friend guard the doorway from attacks on the street.



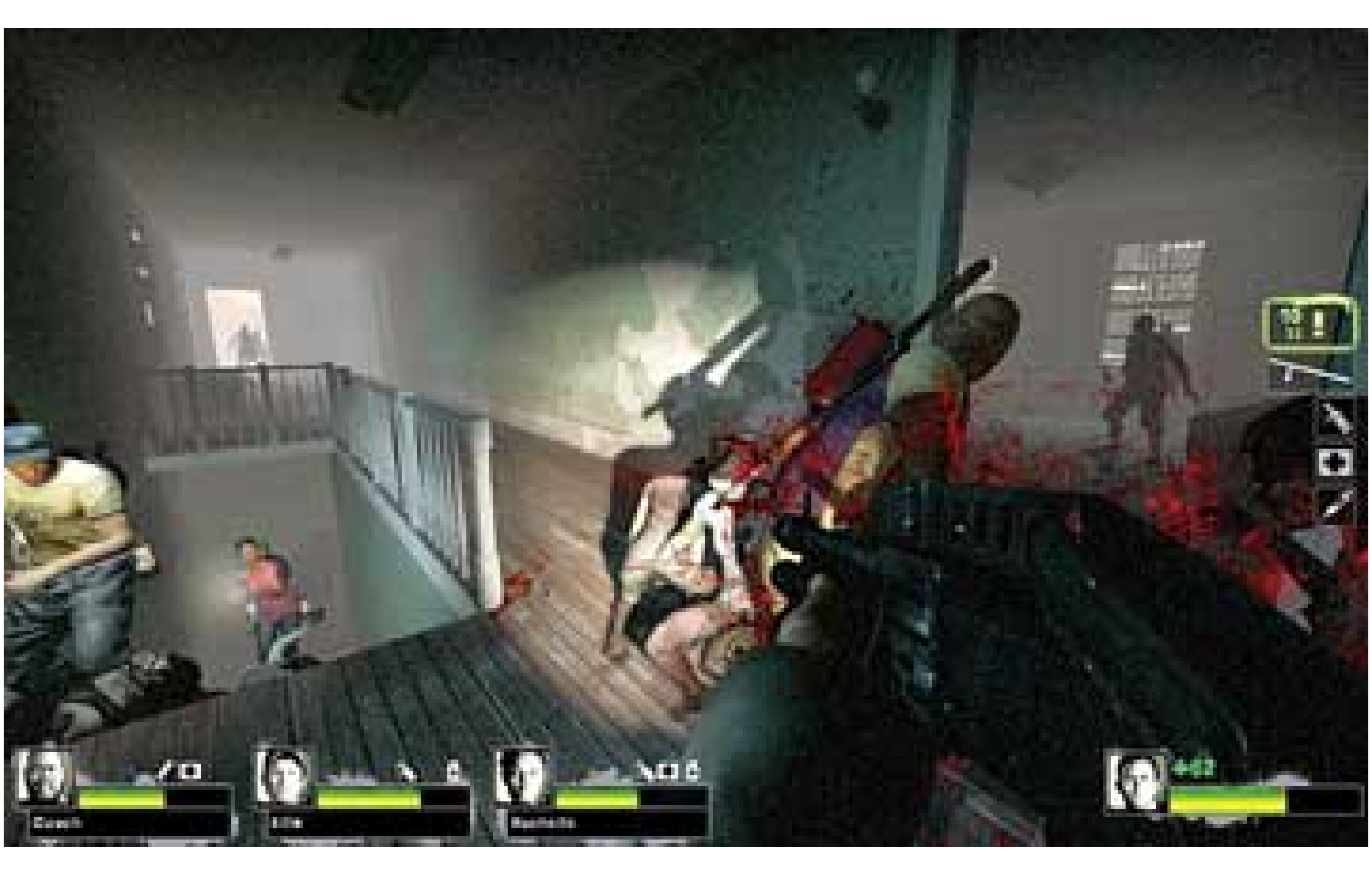
9B

When any Chargers have been dodged, move down the street to the only available exit: the entrance to a large blue building with a sign over the front door that reads "Gator's Speakeasy" (picture 3).

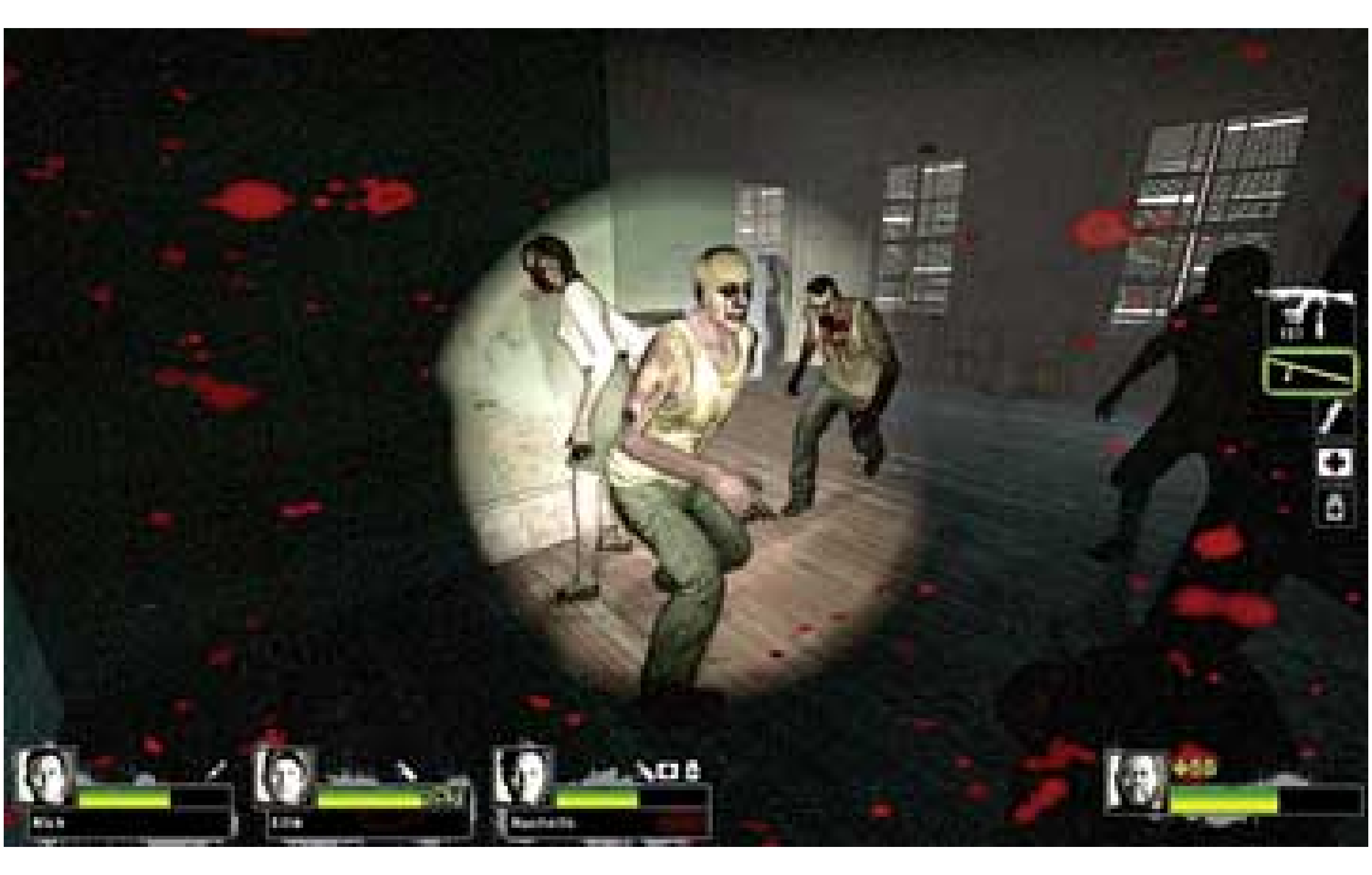


Gator's Speakeasy

Move into the two-floor speakeasy, and conduct room-to-room searches using tactics already familiar to you (one player storms in followed by two more checking the left and right sides, with a fourth guarding the rear). Quickly clear the ground floor of both the Infected and items.

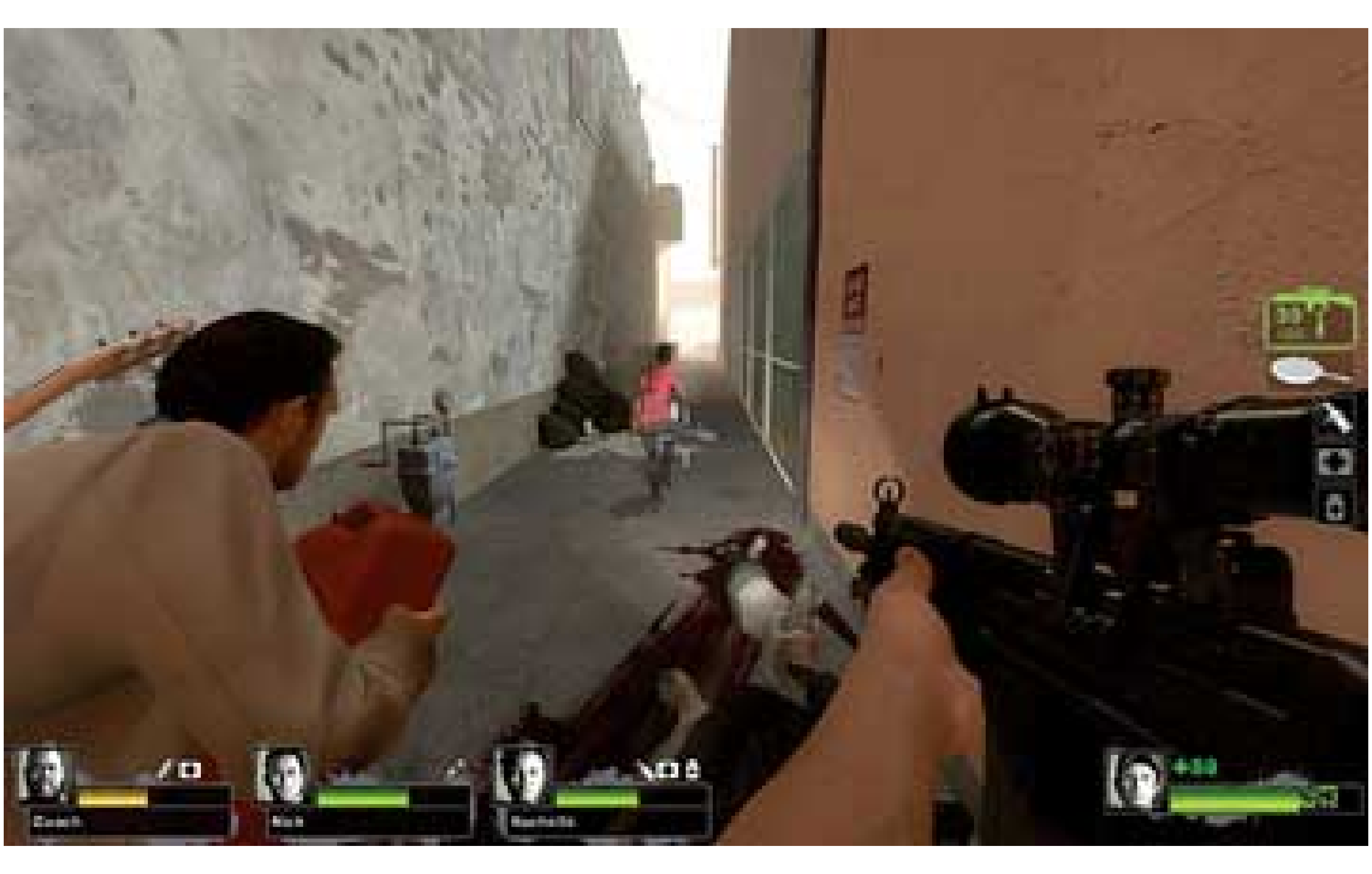


9C



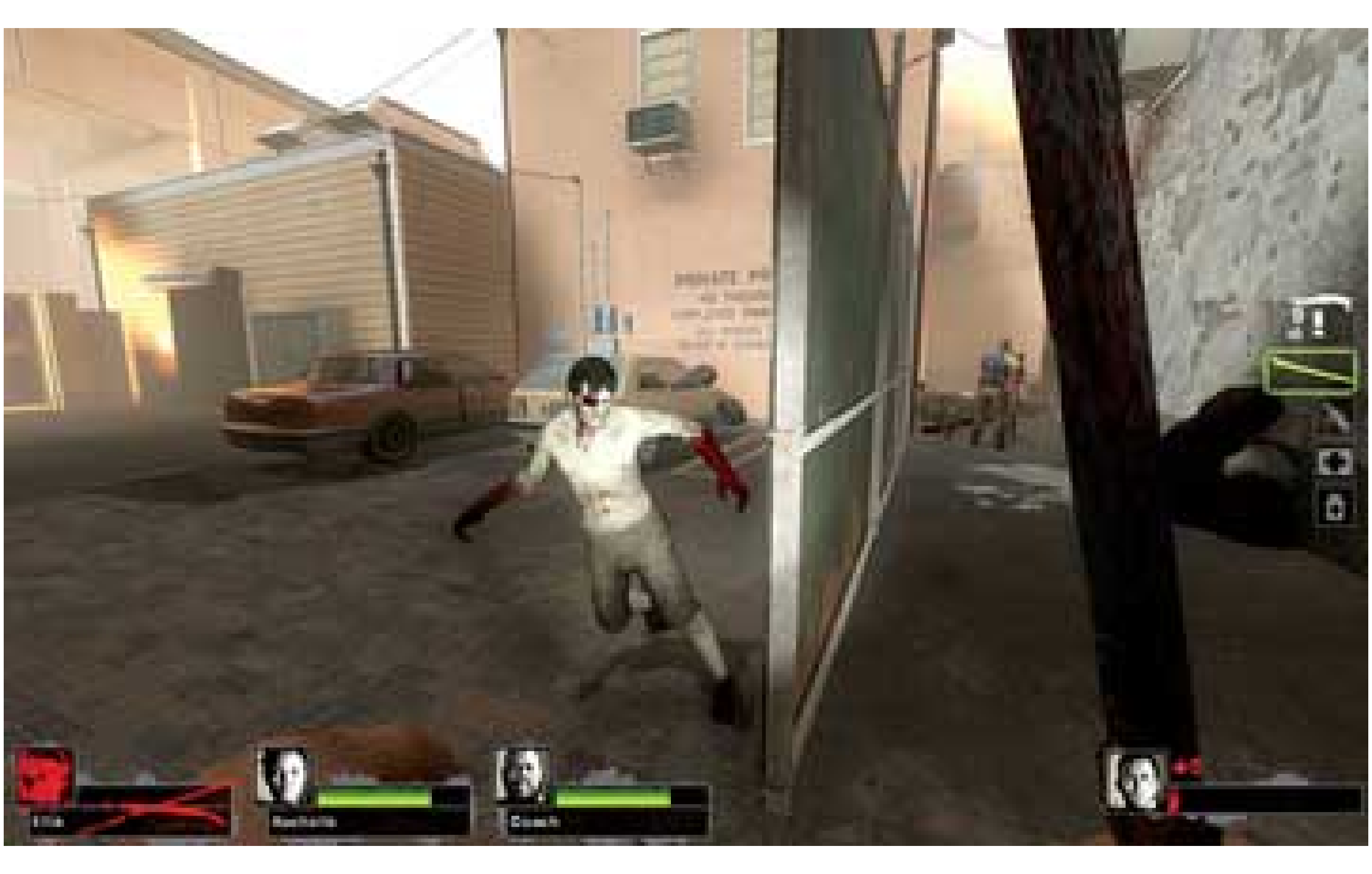
9D

Then scale the stairs (picture 1) and either rush out of the building via the long landing, or check the upstairs apartment rooms (picture 2), where more items and Infected are found. When the Speakeasy is cleared, or when you wish to leave, step onto the roof of a ground-floor extension, and drop down. Be certain all team members are safe because this is a one-way drop. Check the alleyway for items before heading off (picture 3).



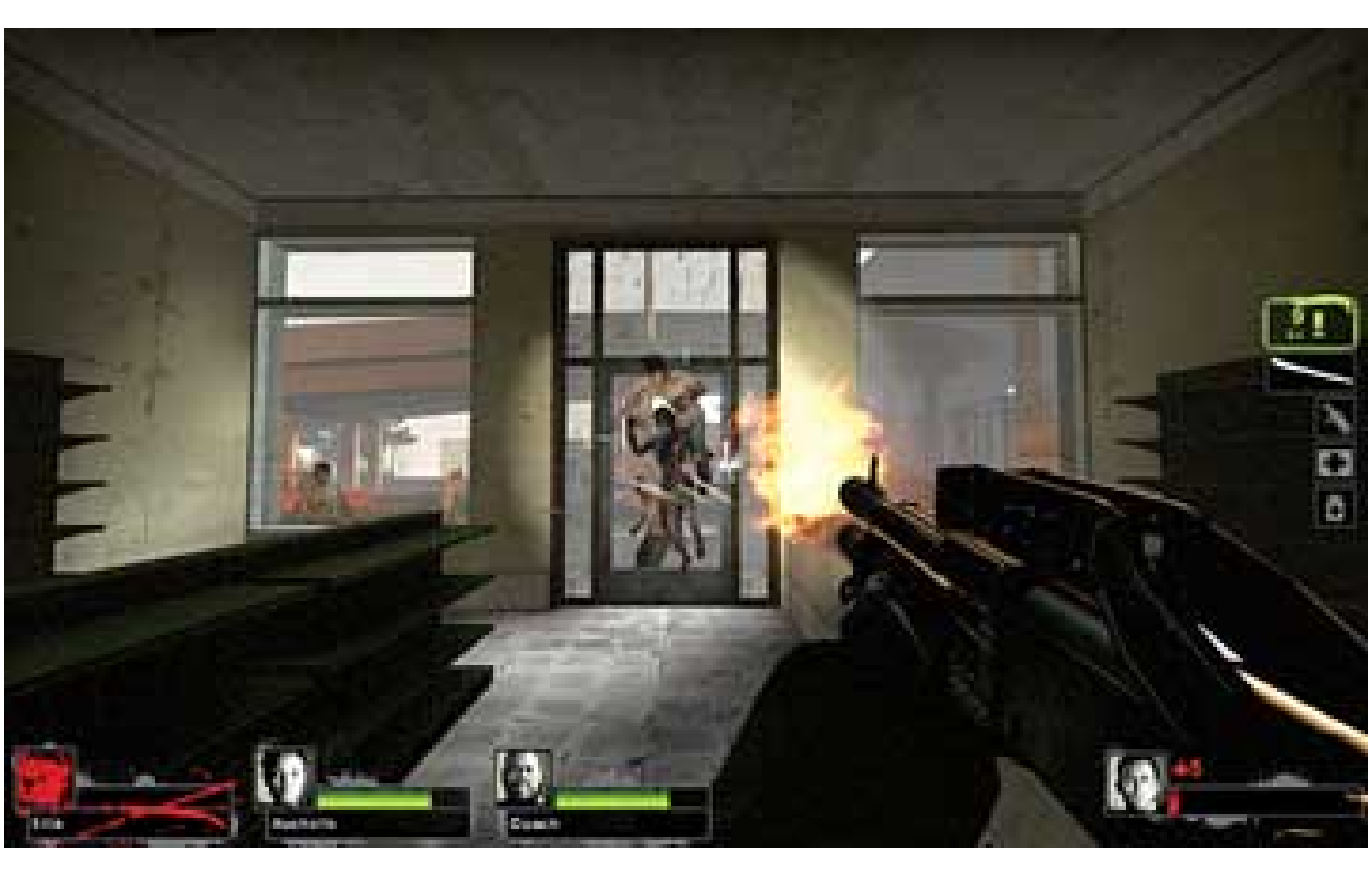
Shop Soiled

There's an opening leading to a small parking area behind a store (picture 1), which shouldn't present too much of a problem. The red brick building on the left has two entrances: The far one leads to a storage room with items, but the left allows you to wind through a back room and into a ruined general store, which offers windows out into a large expanse of tarmac and the main bridge.



9E

Push through the store, watch for foes on the left and ahead of you as you go in, and cut down anything trying to claw its way in (picture 2).



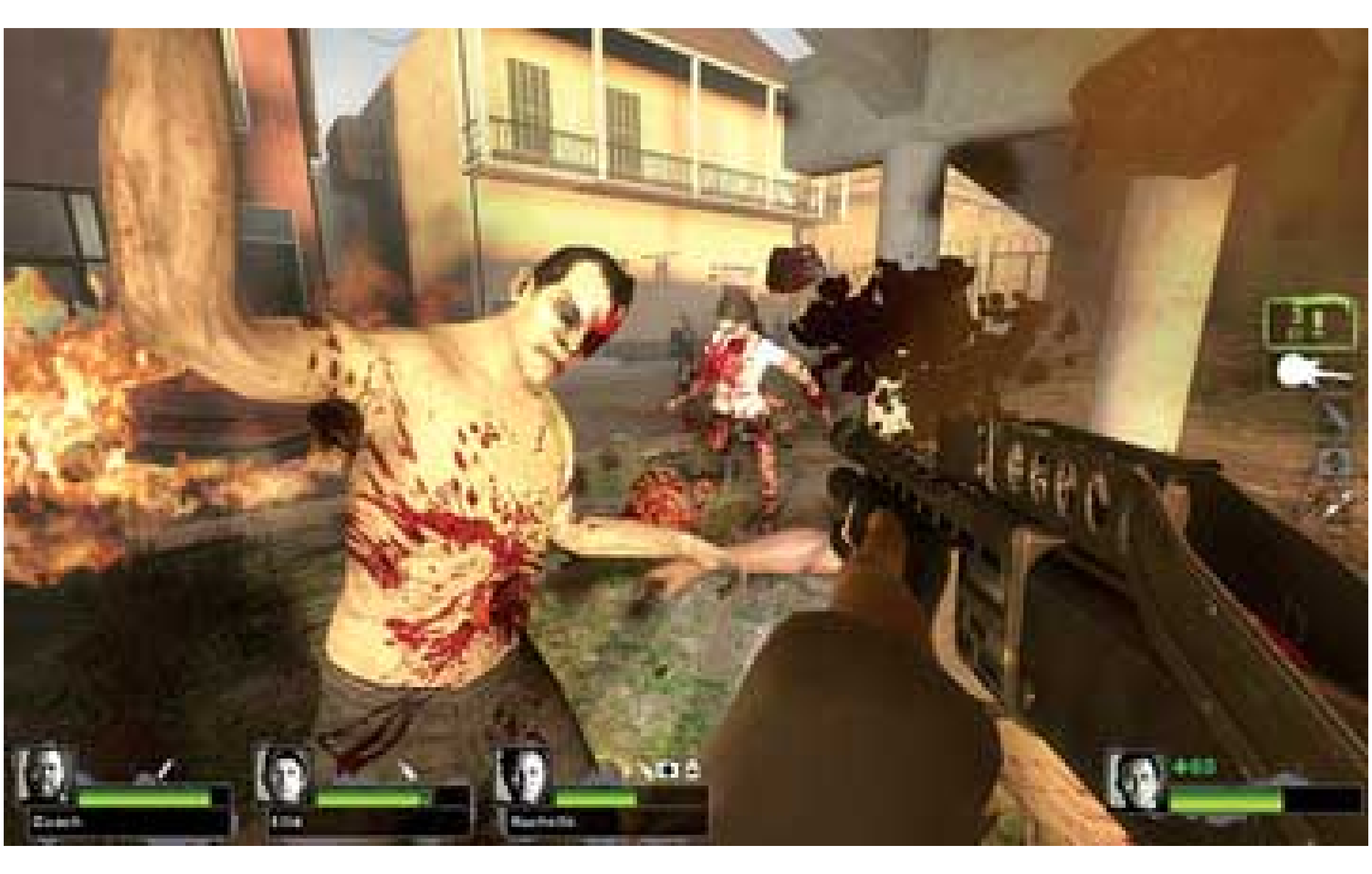
9F

Caution

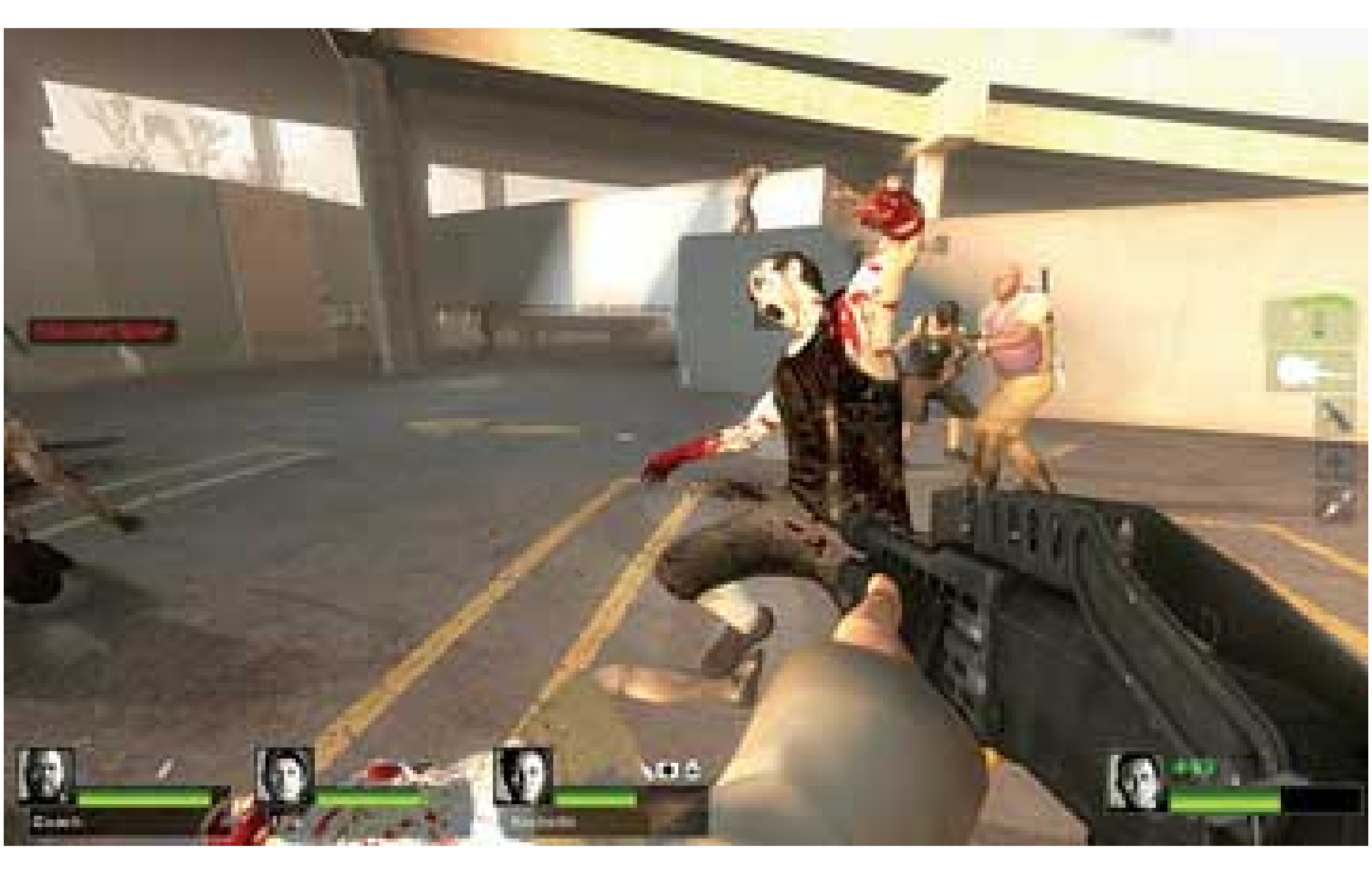
The exterior on the other side of the storefront has a number of foes milling about, and like with many other areas, a Witch could be among them. Be sure you're targeting foes that don't fight back like a mad banshee.

Take It to the Bridge

Head out into the street, optionally coating the area to your left with a Molotov (or blast a Fuel Can you may have carried here) if there are a number of Infected milling around (picture 1). This can help you sprint under the freeway and around a couple of truck containers.



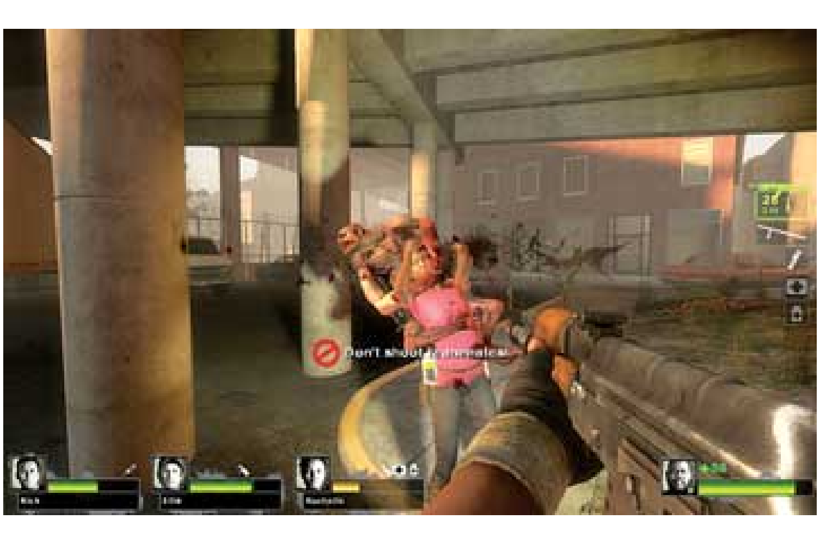
Move around the tipped-over container so that you're facing the bridge structure and sprint forward, cutting down a final gaggle of ghouls on the way (picture 2). Have a couple of your team wait at Location 9G to ensure that all of your team can run into the Safe Room at the base of the bridge.



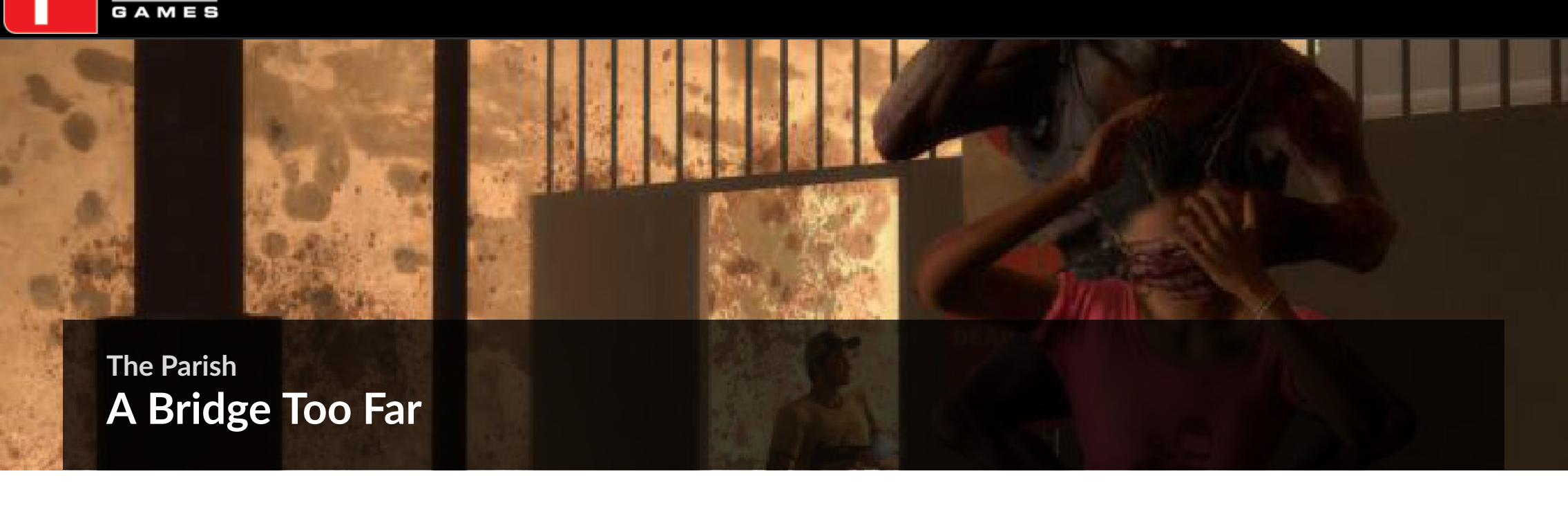
9G

Effective Infected

Set up concentrated attacks with Special Infected, including ambushes when your human opponents enter the store on the street, or any darkened corner inside the Speakeasy. The Speakeasy should be the hub of activity; cluster your attacks on the second floor here because the Survivors' drop down into the alley (9D) is a one-way descent, which allows you to grab and kill a straggler.

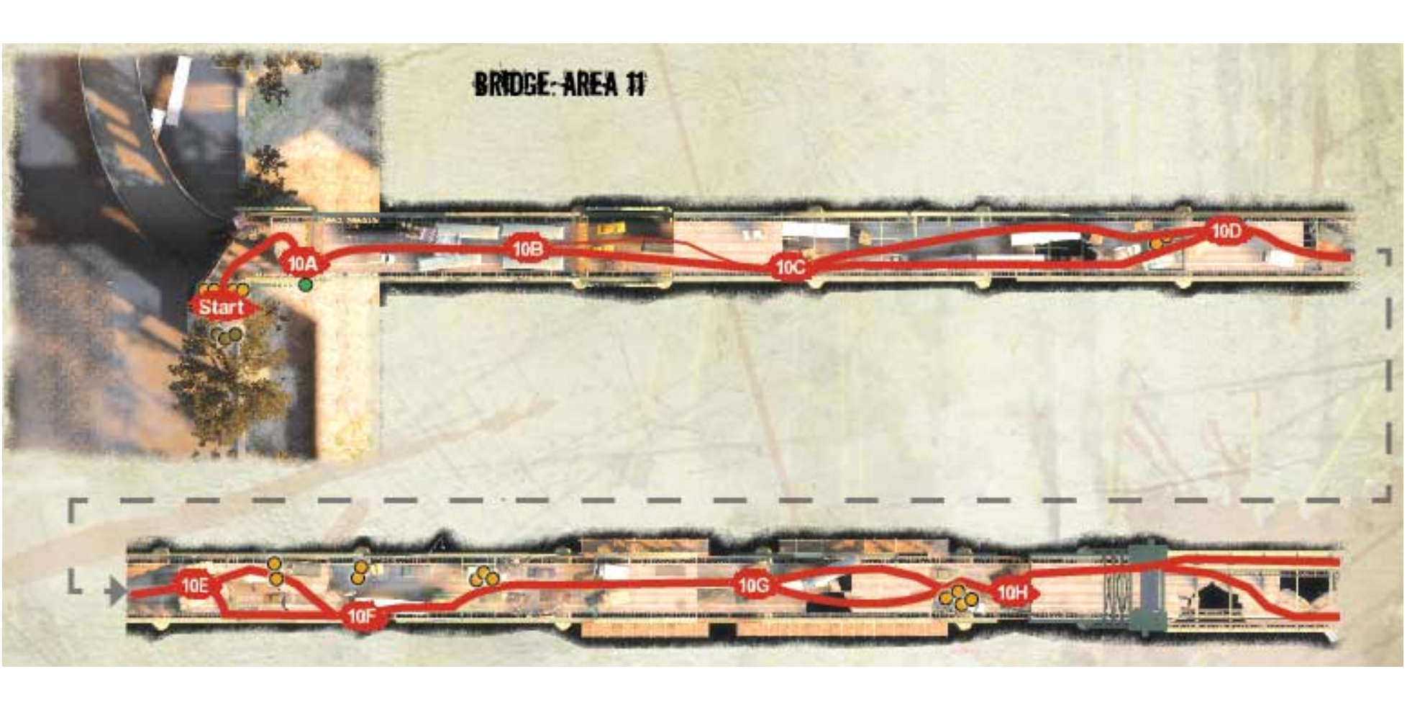


During their final race to the Safe Room, stepping or leaping down from containers, hiding in the store, or grabbing a foe from behind a freeway pillar (as shown) once the others head around the tipped-over container are all viable plans to spoil their escape.



The Parish

A Bridge Too Far



Bridge over Troubled Slaughter: Bridge Overview

The massive, two-tiered road bridge has been blocked by the fleeing population, swarmed by the zombie legion, and bombarded by the military. It's amazing the bridge is still standing, but also fortunate, as you must cross the span to reach a naval yard and helipad, where a helicopter is waiting to take you to safety.

Crossing the bridge involves running the gauntlet of Common Infected waves, Special Infected that attempt to knock you into the water, Tank s ready to shove cars and fists into your squishy flesh, and a final military checkpoint where the zombie menace becomes almost insurmountable. But press on you must: That chopper is your final destination.

+ The route is direct and the distance that you can see is long, and therefore favorable to sniping weapons with scopes.

+ There are almost always supplies of worth dotted along the route. Look on the ground and inside white trucks for a variety of equipment.

+ Sometimes fleeing (especially in the end yard and helipad) is better than fighting. You can't kill every single Infected!

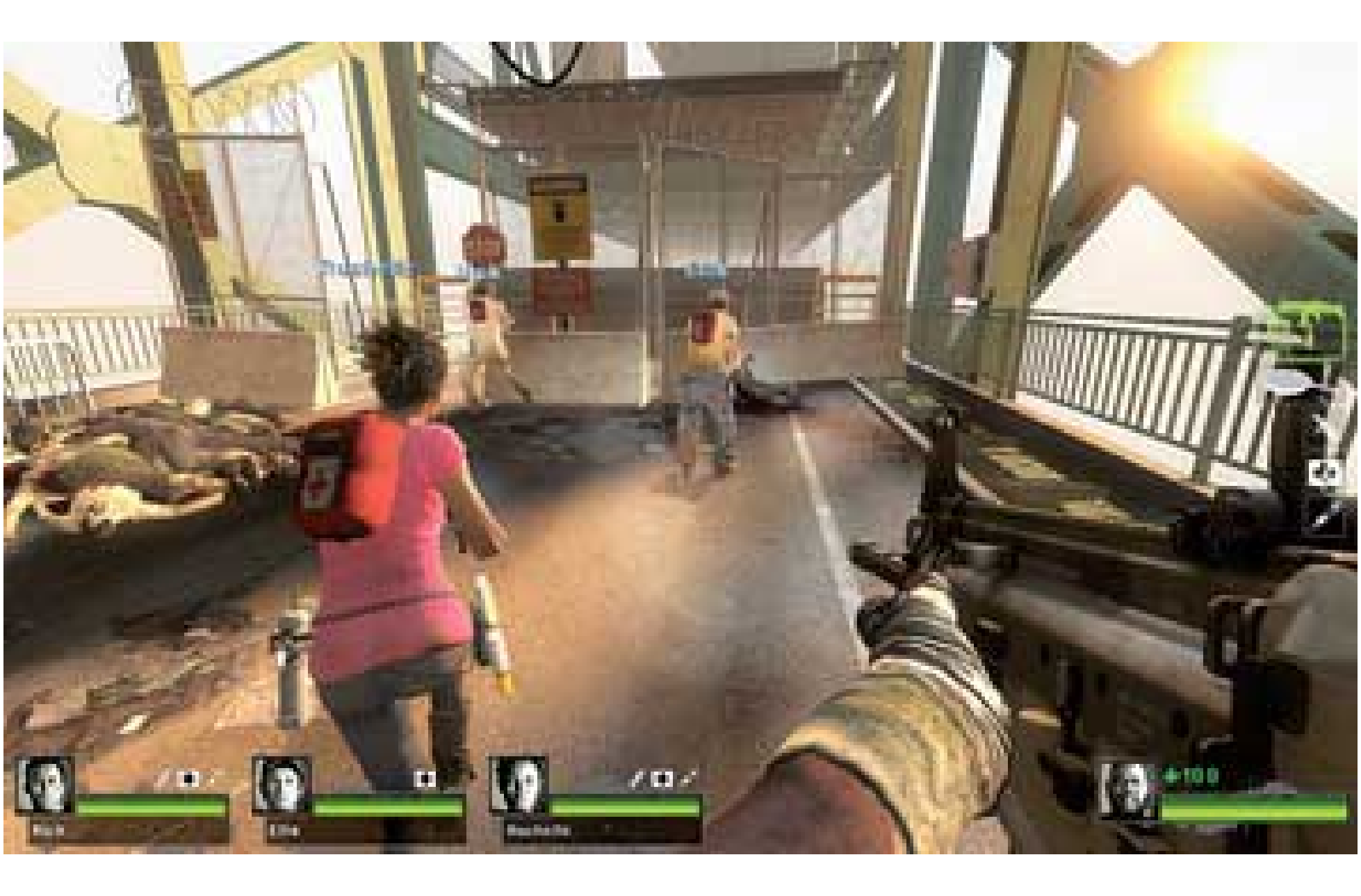
- The swarms and Hordes of Common Infected are relentless, and the maneuverability on the bridge is extremely limited.

- Special Infected have a distinct advantage here: They have the Horde to back them up, and can attack from upper girders or behind vehicles.

- The bridge is also full of holes and the sides are open, which means you can be thrown off into the water if you're not careful.

Lowering the Drawbridge

Grab the array of items you think you'll need (Adrenaline may be necessary if you're concerned with a speedy crossing), and look for the red ladder. Climb it and exit the Safe Room, moving onto the bridge. Find the body slumped against the concrete barrier.



10A

A radio is resting on him. After a quick chat with the military, they agree to evacuate you. Unfortunately, the chopper is on the other side of the river! Access the button on the right support girder to slowly lower the drawbridge.

Tip

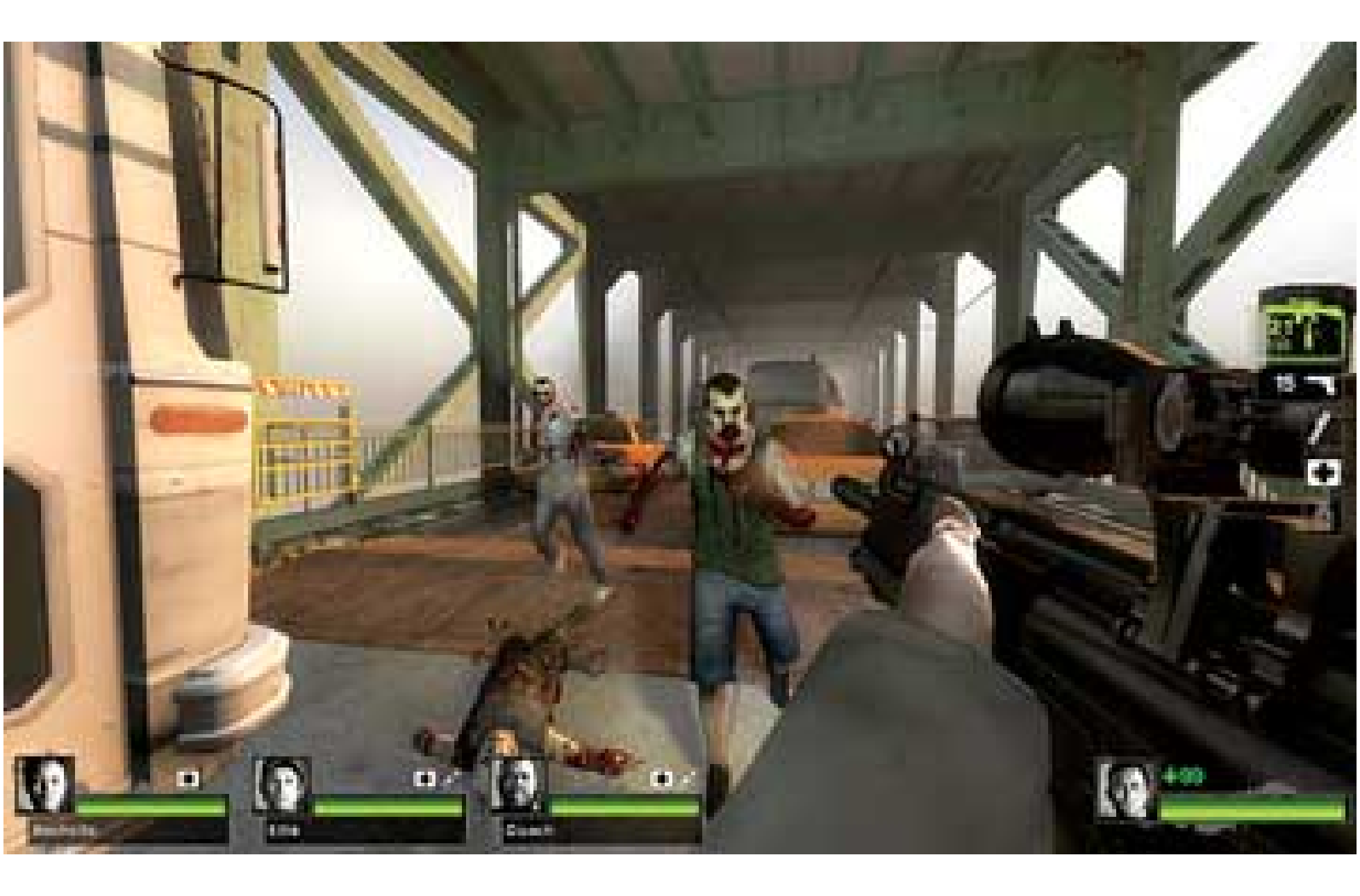
A general tactical plan for maneuvering across the entire bridge involves figuring out a good position for each teammate. This starts with weapon choice: The bridge is obviously lengthy, stretching off into the distance, so a weapon with a scope is an excellent idea for most of your team. When clambering across the bridge, have a teammate run forward while the others cover the point person, moving from location to location. The rest follow, cutting down foes as they go.

Tip

If you want to complete the Bridge Over Trebled Slaughter, which means reaching Location 11B within three minutes, keep moving, use Adrenaline, kill only enemies designed to stop you (mainly Special Infected), and start your watches now!

Between the Buses

Your bridge assault starts now! As soon as the drawbridge drops, run forward, ideally between the parked buses with the blue tarp between them, and spread out to the left and right so all of you can fire forward.



10B

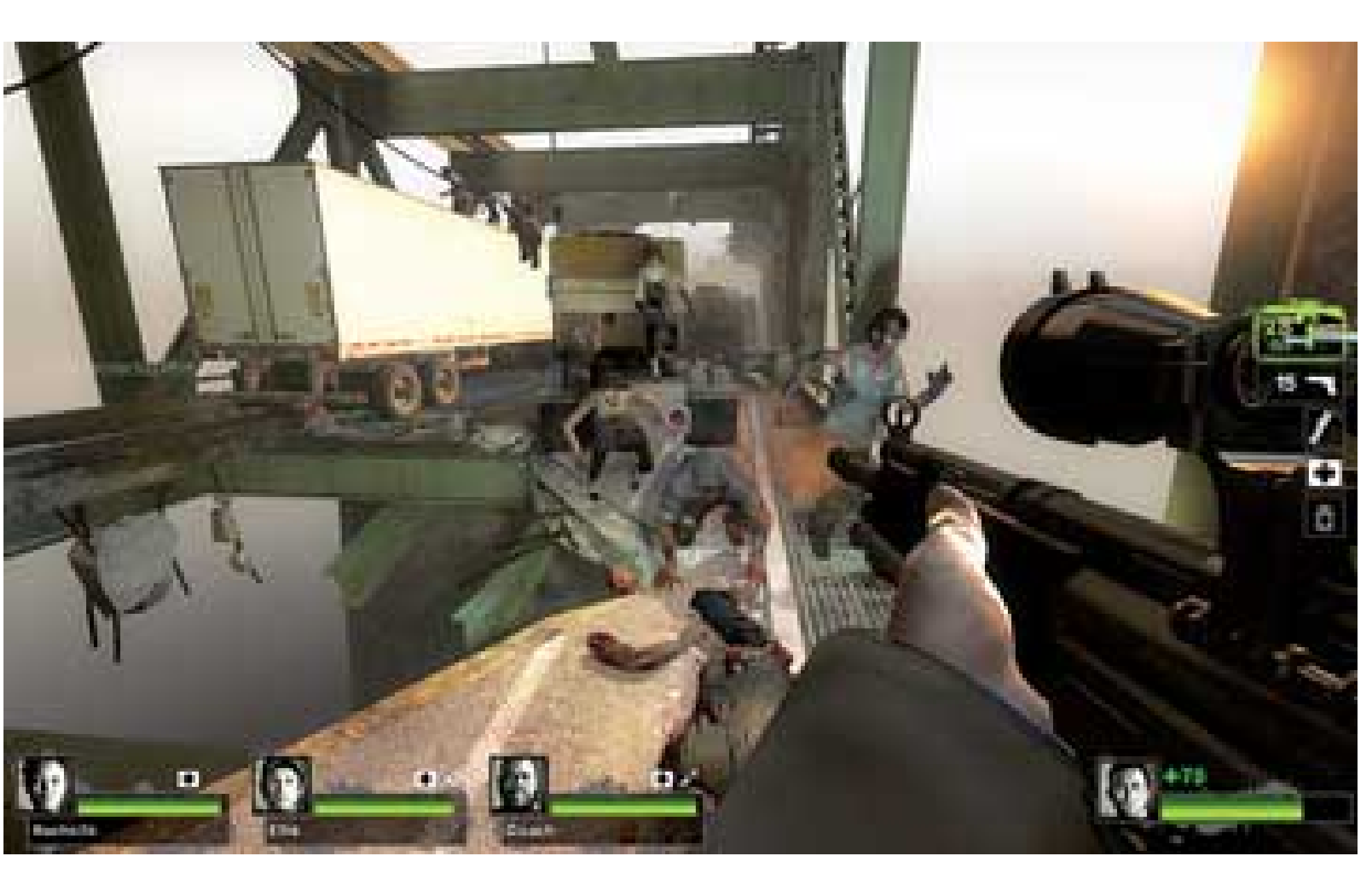
You may wish to run on the outer left or right sides past the buses, but this is a little more dangerous. Drop any foes that challenge you and push out of the buses toward the taxis.

Caution

Although not shown on the guide map, you can attempt to cross the bridge by traveling on the extreme left or right edges, as this avoids any vehicular obstacles in your path. Unfortunately, you're only a step or two from being shoved, ridden, or charged off the bridge to a watery demise. Only use the perimeter routes when you think it is safe.

Mind the Gap

You can split your route along the extremely narrow left side, head straight between the vehicles, or move to the right of the next bus, until you reach a massive hole in the bridge road. Obviously, falling in here isn't wise, so stay away from the edge, and cut down enemies swarming in by the big rig cabin and container on the other side of the hole.



10C

Caution

There are a number of holes in the bridge, and dropping from a height near or over them is dangerous. If you land—or you're pushed— near a hole and you're lucky, you'll grab the edge and need a helping hand. But you can fall to your death, too!

Container Crossing

Once you've crossed the gap (10C), make a quick choice of main routes to take. Have a couple of your team step left and run along the road toward a pair of white big rig container trucks, and the rest of your team should scale the ladder to the rear of the gasoline tanker truck and use this height to provide covering fire before leaping onto and defending both containers (picture 1).

10D

Be very careful if you drop from the first container, as the cabin is hanging over a hole. It is better to leap to the second container and then rejoin your team on the left side of a third container big rig, near a stash of weapons (10D; picture 2).

Caution

The Special Infected are out in force, and their different skill-sets make crossing this bridge even more of a problem. You're likely to be lassoed by a Smoker, usually one that's waiting on the girders above you. Chargers are extremely dangerous, as are Jockeys, as both can maneuver you off the bridge into the river. Beware!

Upper Span Interlude

Continue dashing forward through the constant stream of enemies, keeping to the right to avoid a nasty hole in the floor, and look for the military vehicle that may (or may not) be on fire (picture 1).

10E

Climb up the section of collapsed road (you can squeeze around this to the right if you want, but it is safer up top) and move along the upper span of the bridge, around the hole. Grab any items by the military transport vehicle.

Jets sometimes rocket past at this point, but there's no time to lose; move to the edge of the upper span (picture 2) and begin to dispatch Common Infected running up the big rig container below you.

10F

Take a teammate with you to keep from being ambushed from behind. Because you can keep up this sniping until you run out of ammunition and are overwhelmed, choose a gap in the carnage and drop down to the lower span via the big rig cabin.

Tank Attack

Back on the lower span, check the rear of the white truck on the left for items and then press forward, between the vehicles, and heading toward a section of the bridge with scaffolding boards on either side of it.

These can be dangerous to leap to, but they make it easier to avoid a Tank's car-based projectiles, as they won't reach you on the scaffolding boards. Peer into the distance. When you reach the section of bridge with a school bus teetering on the edge of an upper span that you can't reach, expect a Tank to appear (picture 1).

10G

This is obviously a huge problem, and the fact it can shove cars at you as well as knock you clean off the bridge means a spot of backpedaling, and Molotov-throwing, Bile Bomb-lobbing, or team cross fire is called for.

It is likely that you'll take damage and have to face a Special Infected or two that join in the frenzy. When the giant beast finally falls), continue advancing along the bridge, pushing between the concrete barriers and slaying the continuous stream of Infected (picture 2) until you reach a second white truck that you can scour for more equipment.

Tip

Did you get turned around during a fracas? Then use the position of the sun to orient yourself; it should be setting over to the right of your field of vision, assuming you want to head toward the helicopter.

Caution

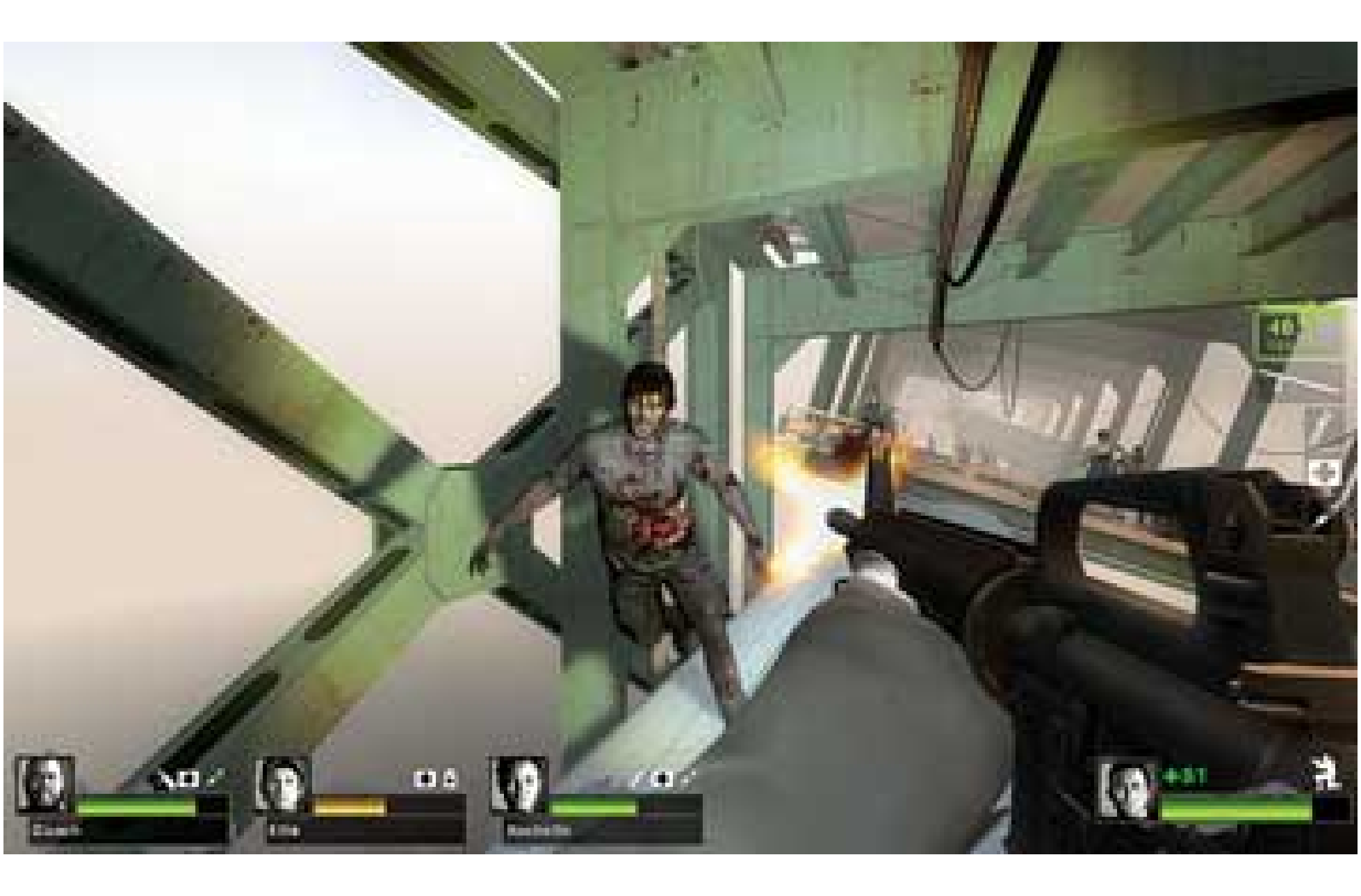
Are the masses of undead becoming too much to handle? You can always hide inside one of the white trucks, shooting at foes until your team catches up or heals up. However, it is unwise to stand in here if this guy spots you (as shown)!

Structurally Unsound

Push onward and peer into the distance to see the bridge sloping to the right in an alarming manner. Maneuver through the zombies and vehicles, cracking a few heads as you go (picture 1). But keeping a lookout for a gasoline tanker parked on your left.

10H

To avoid being stuck and swamped as you run out of bridge, ascend onto the top of the tanker and use the roofs of the vehicles as stepping stones, while tackling foes as you reach the half-toppled bridge span (picture 2).



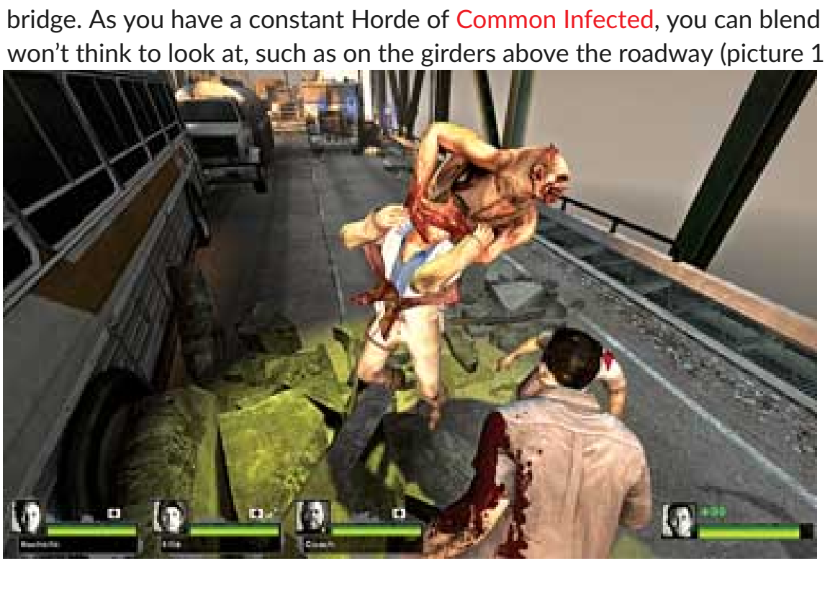
From this point, the Common Infected Horde really come at you hard, and there are two massive holes in the bridge structure you must avoid. Either stay to the extreme left or weave between the holes.

Start this sloping run with everyone together: you don't want to be rescuing stragglers right now! Battle to the far end and quickly drop down onto the bus roof. You're almost there, if you can see through the blood in your eyes.

Tip

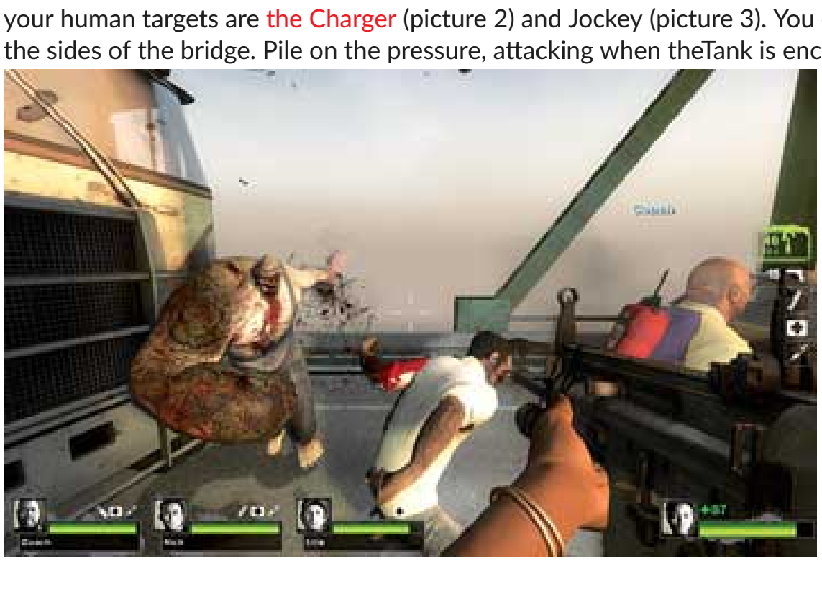
All hope sliding away on the sloping bridge span? Then lob either a Bile Bomb or a Pipe Bomb to preoccupy the Horde so you can cross more easily.

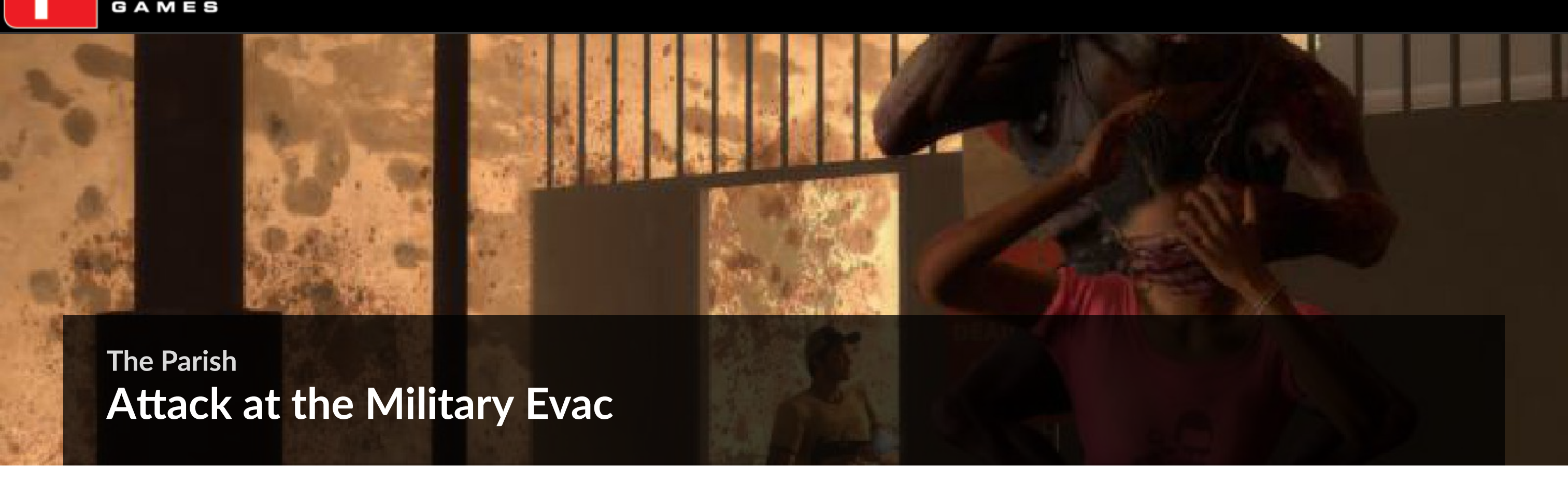
Effective Infected



Creating a sinewy, mutated minefield for the Survivors to wander into constantly is the key to decimating the humans throughout the span of the bridge. As you have a constant Horde of Common Infected, you can blend in with them or take up positions your foes won't think to look at, such as on the girders above the roadway (picture 1), which are a perfect place for a Smoker.

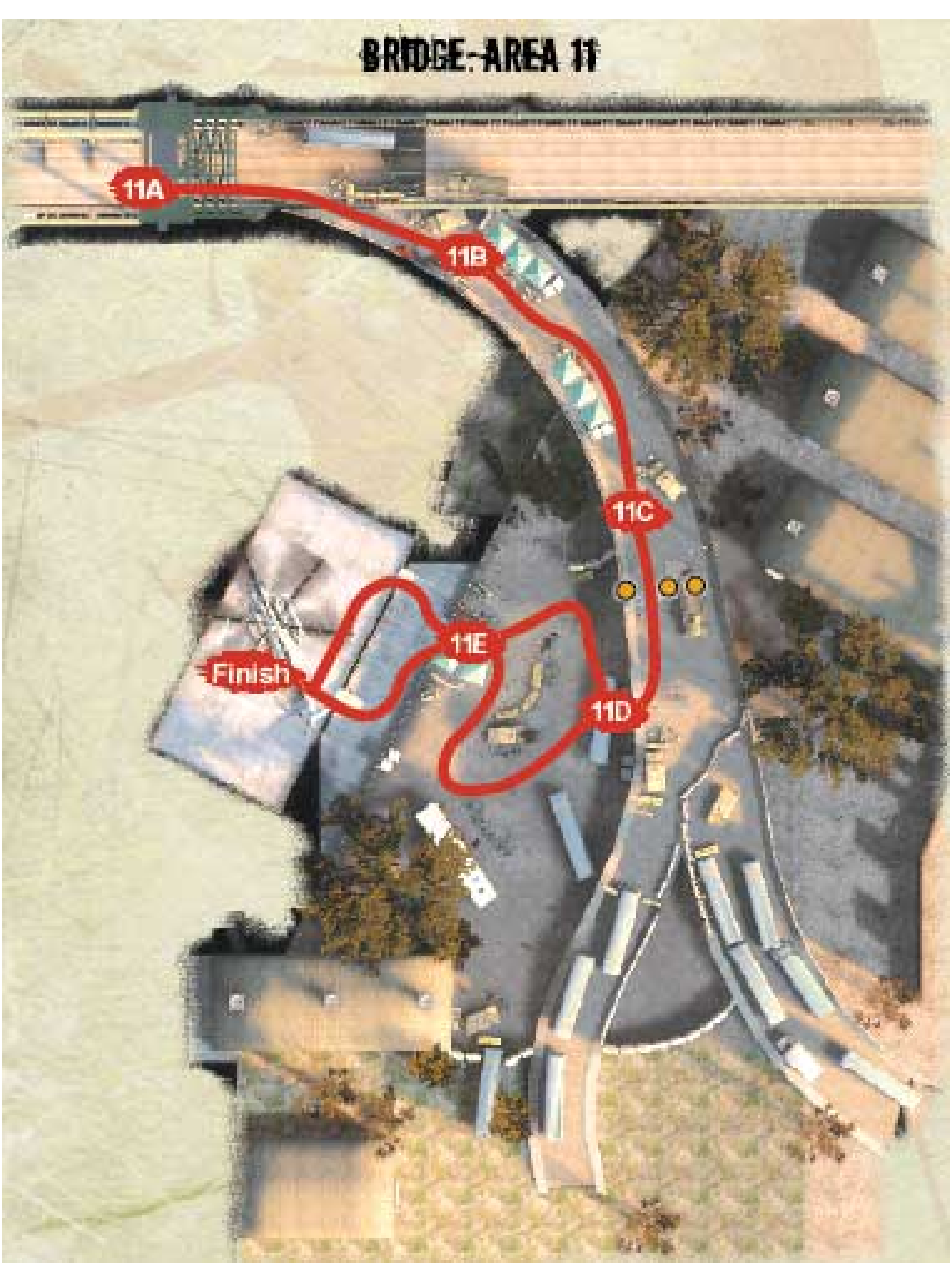
You can cause problems by stepping out and belching Boomer Bile or Spitter acid (especially in areas that are already dangerous, such as near holes or on the roofs of vehicles that your foes need to travel over) . But the biggest threats to your human targets are the Charger (picture 2) and Jockey (picture 3). You can knock or steer Survivors into holes or off the sides of the bridge. Pile on the pressure, attacking when theTank is encountered, too.





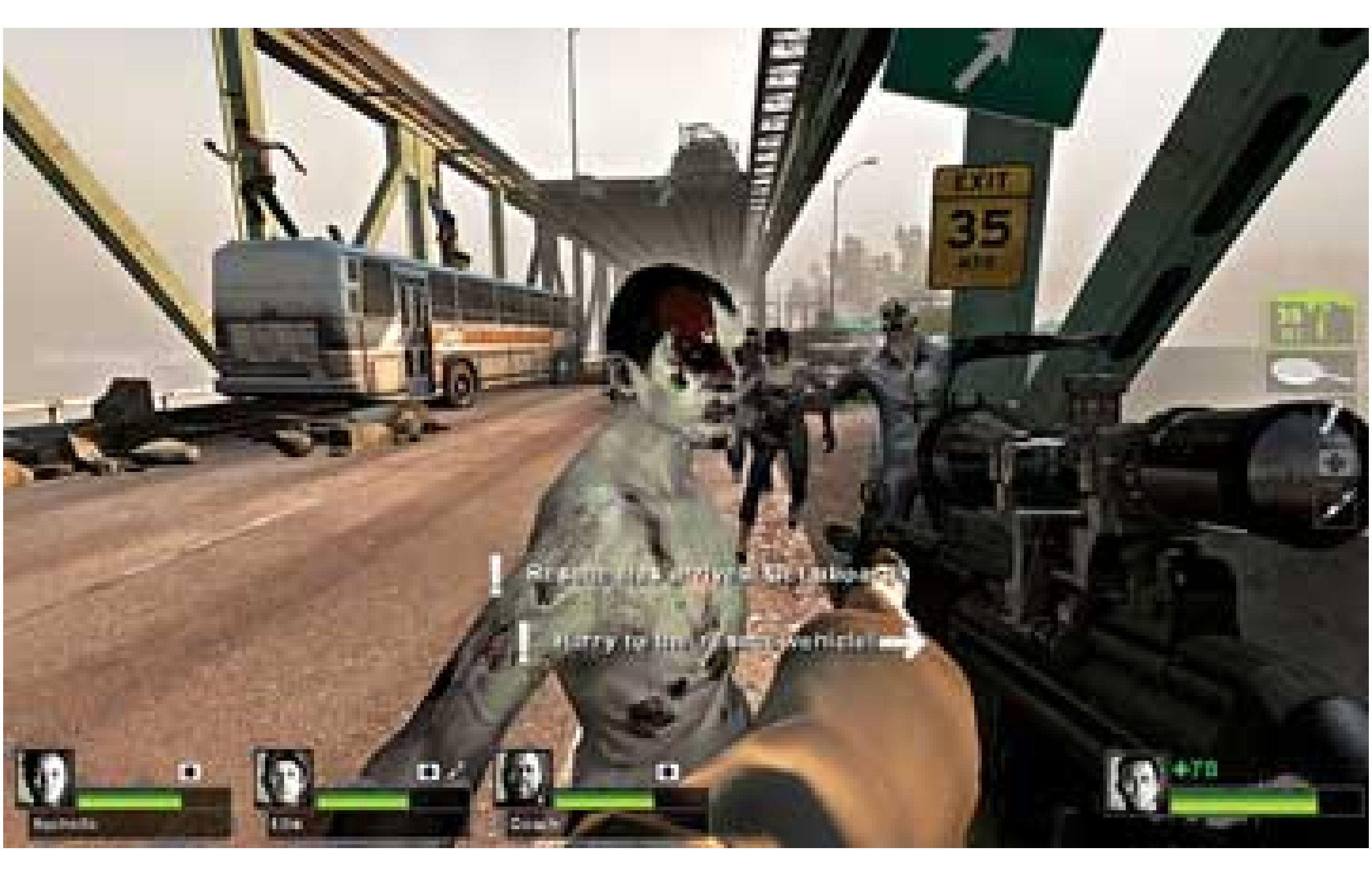
The Parish

Attack at the Military Evac



No Time for Quarantine

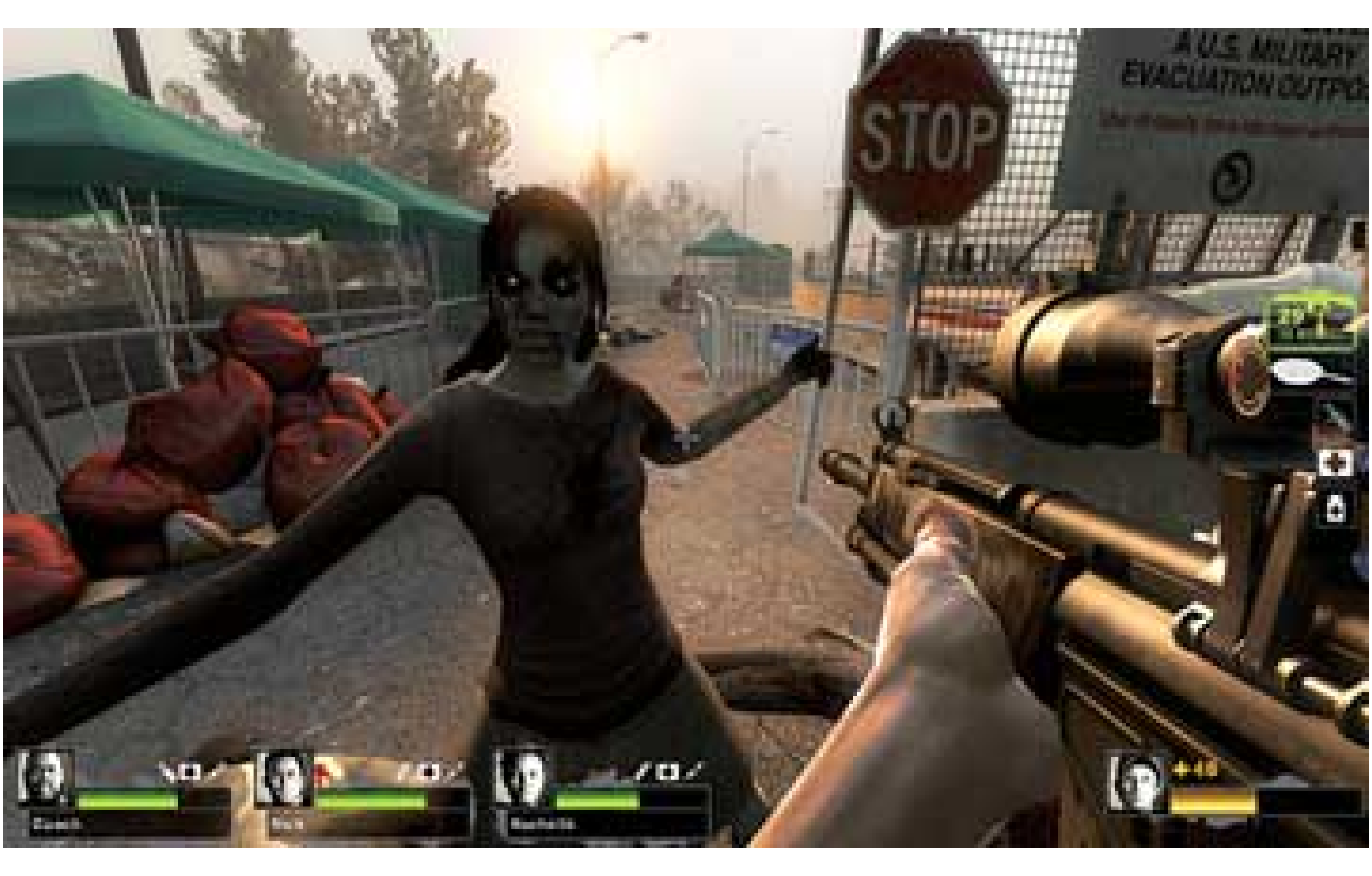
It's a good time for one of your team to break open the Pipe Bombs, so all the Common Infected are otherwise occupied while you descend from the sloping bridge section, get off the bus roof, and sprint toward the off-ramp on your right.



11A

Continuing on the bridge leads to a dead end (and usually death), so quickly maneuver through the military quarantine checkpoint, which has Infected milling about. Keep your team together throughout this section, so you're not waylaid by a troublesome Smoker (for example) at the end of the bridge.

Pass the checkpoint easily and quickly grab any items you might need: Adrenaline and a projectile to throw would be best.



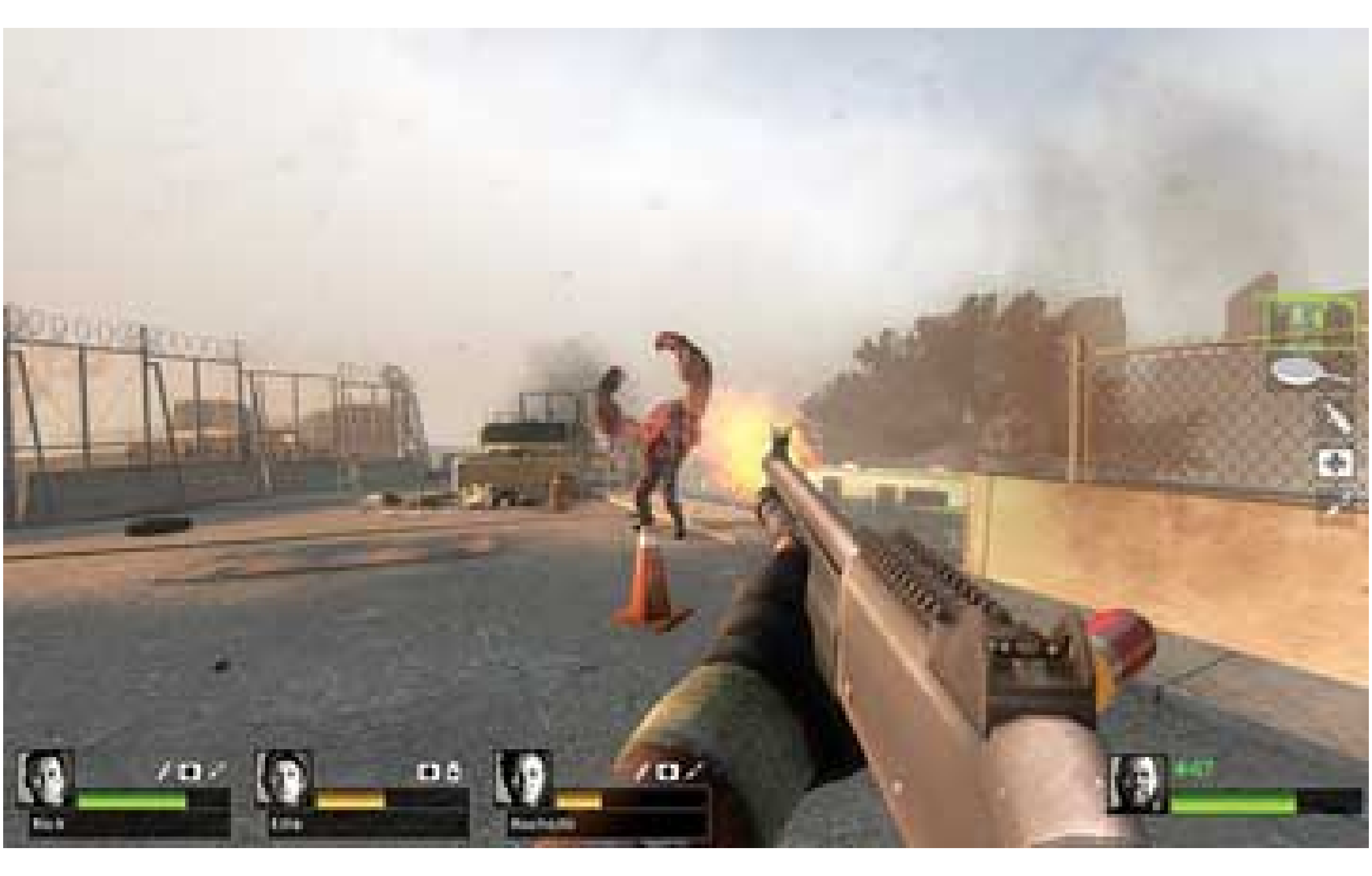
11B

Tip

From this point, there's little need to fight. Fleeing is faster and actually safer if you all jab yourselves with Adrenaline, avoid getting sideswiped by the bulkier foes, and move quickly to the chopper while lobbing a projectile to preoccupy the masses.

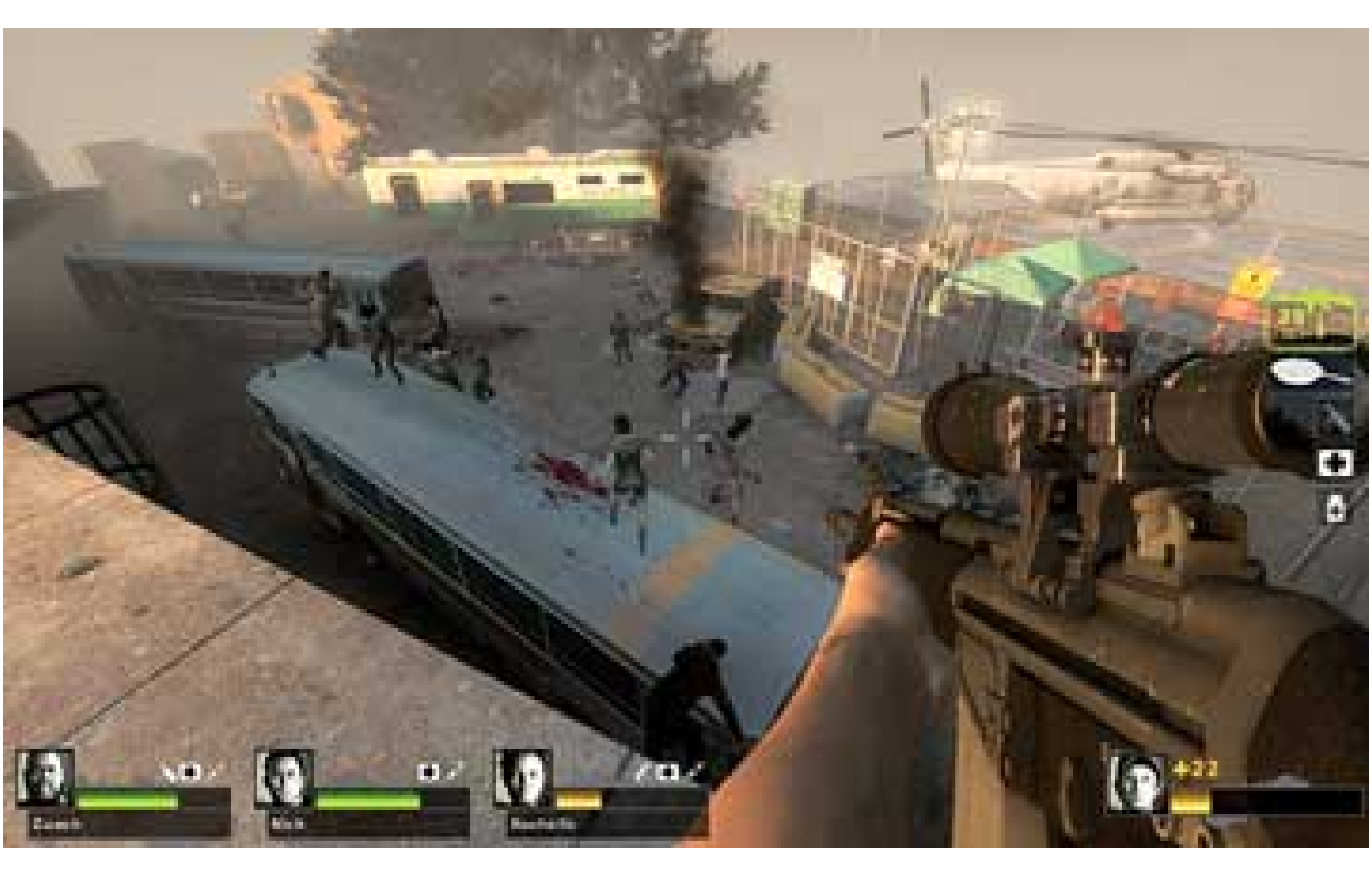
Something Wicked This Way Comes...

Be sure all of your team are close together and not spread out along this road as you head past a military truck with a Heavy Machine Gun turret on it. This turret is a bit of a red herring; there's no need to use it because it can't be turned around to face the gigantic pink mass of sinew that appears atop the overpass road (picture 1).



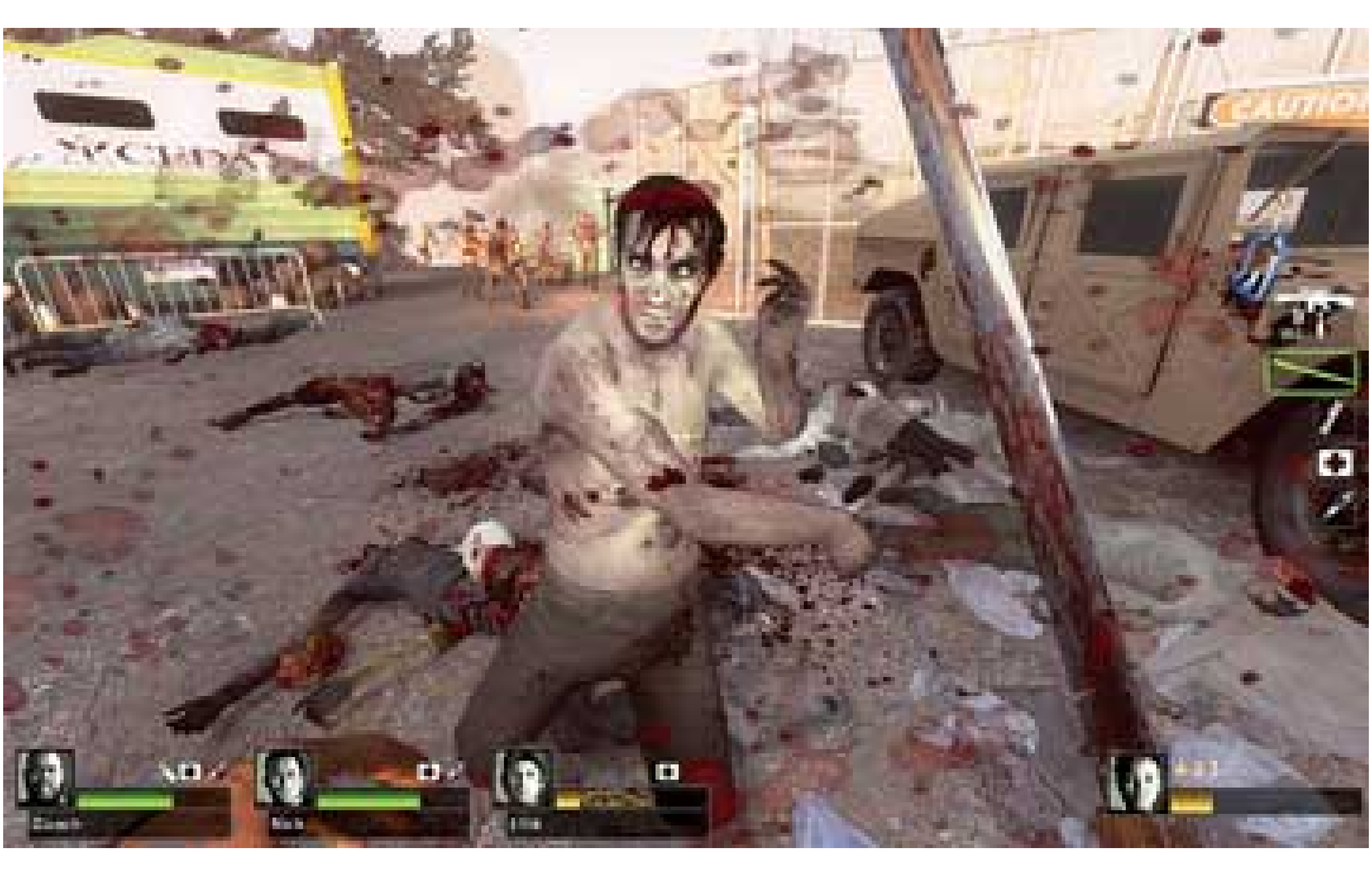
11C

You have another Tank to defeat. Long-range and mass firing is advisable, as you don't want to drop down and have the Tank follow you, as there are far more Common Infected below. Use a Molotov if you wish, and once the Tank is slain, retrieve any additional supplies before moving to the right edge and peering over (picture 2).



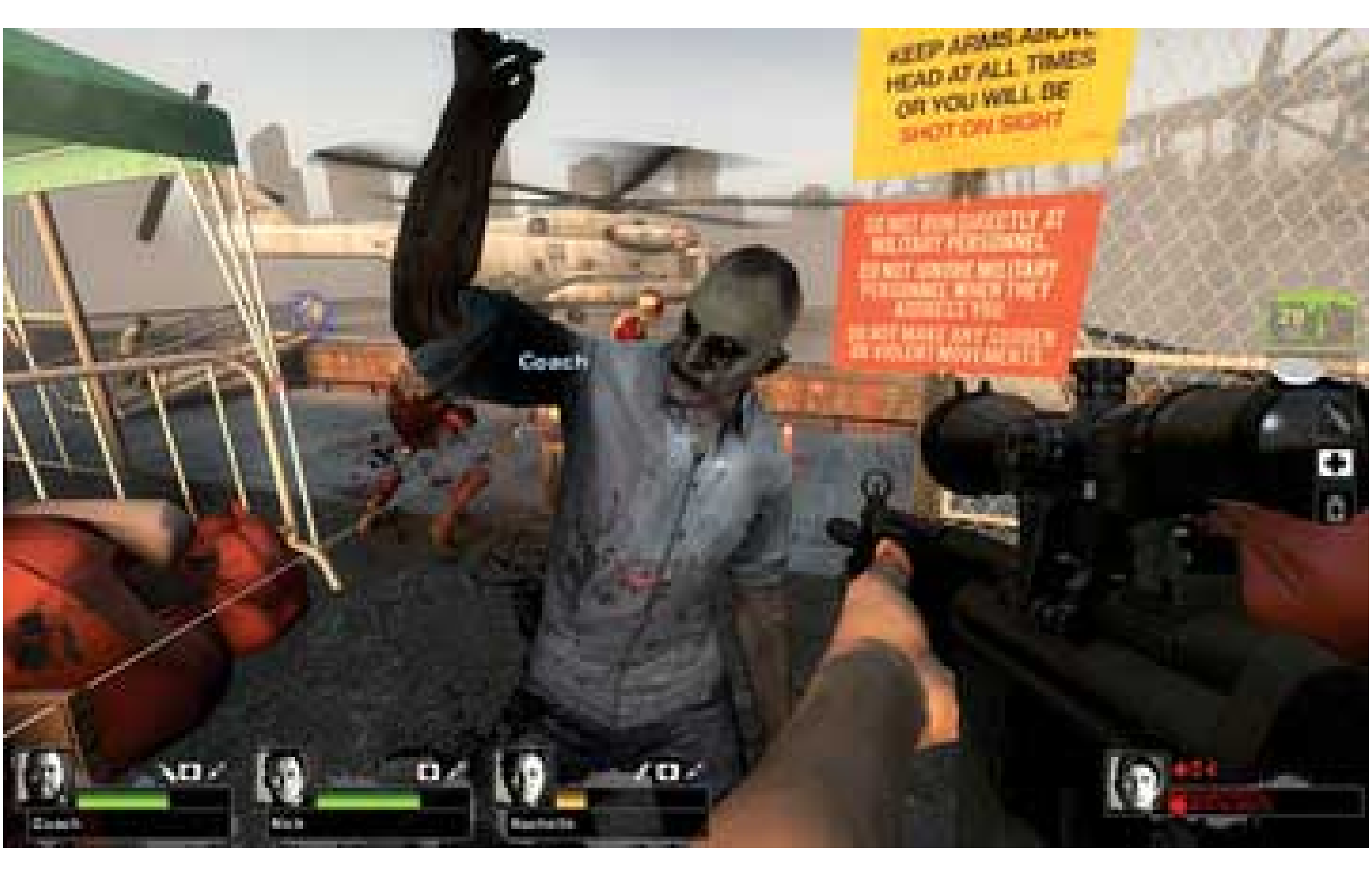
Drop down and land on the first bus, as it offers some height protection. If you fall down here, use the ladder to reach the off-ramp above (if you need to rescue a straggler, for example).

The Longest Yard



11D

You must now make a determined effort to slaughter your way through this naval yard, as a Horde continuously rampages through here. You should expect multiple Special Infected to add to your problems. Your entire team should drop down to the ground (picture 1) and decide on a route to take to the military evacuation gate (picture 2).


KEEP ARMS ABOVE HEAD AT ALL TIMES OR YOU WILL BE SHOT ON SIGHT
Coach

11E

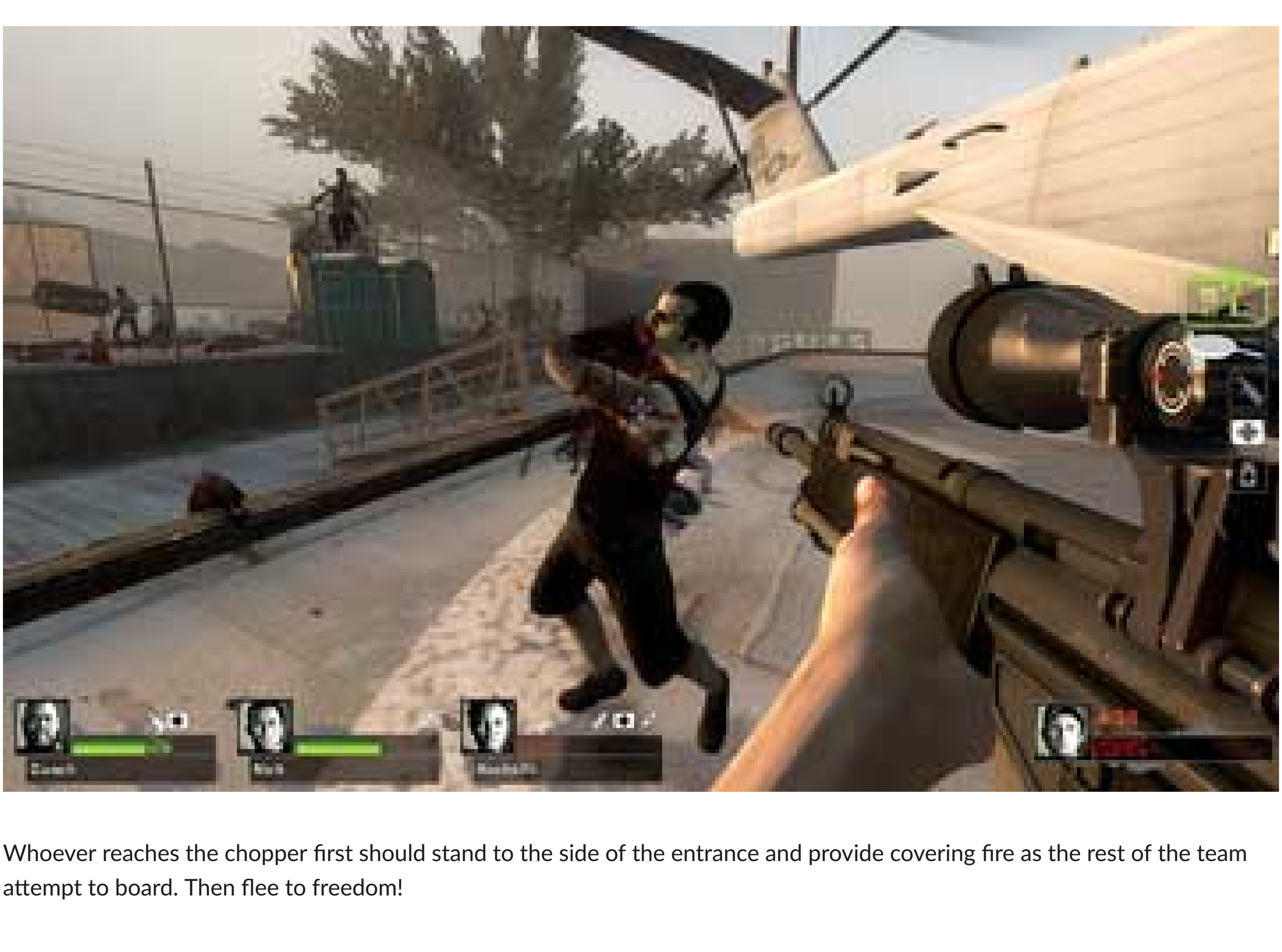
Bunch together so you can repel any attacks and don't waste time slowing down to pick up items. You want to reach Location 11E as quickly as possible.

This is the last—and best—time to use projectile attacks to remove the Common Infected threat so you can all reach the gate easily. Jab some Adrenaline to quicken the time it takes to get there, too.

Get to Da Chopper (Again)!

Expect another Tank to appear as you near the gate. Sometimes it is better to ignore this foe, but if he's managed to pummel a friend into submission, you'll need to launch a rescue attempt.

(Unless you want to leave your pal to die!) Use the buses and CEDA trailer as cover and coax the Tank to you while your teammates blast it with everything they have. When the Tank is down, the lead Survivor should take up position on the helipad (picture 1), providing supporting fire for the slowpokes among your squad. Quickly move up either of the bridges connecting the helipad and head for the rear hatch of the helicopter (picture 2).



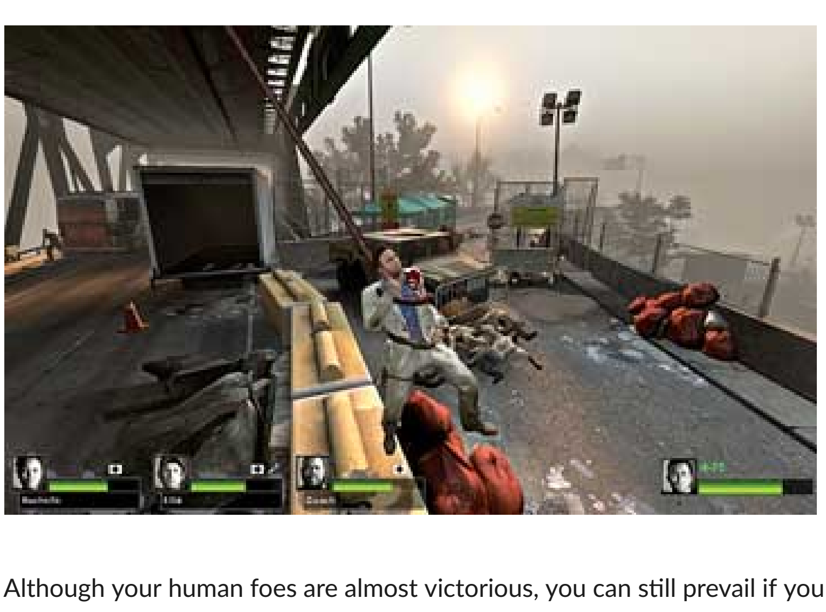
Whoever reaches the chopper first should stand to the side of the entrance and provide covering fire as the rest of the team attempt to board. Then flee to freedom!

Tip

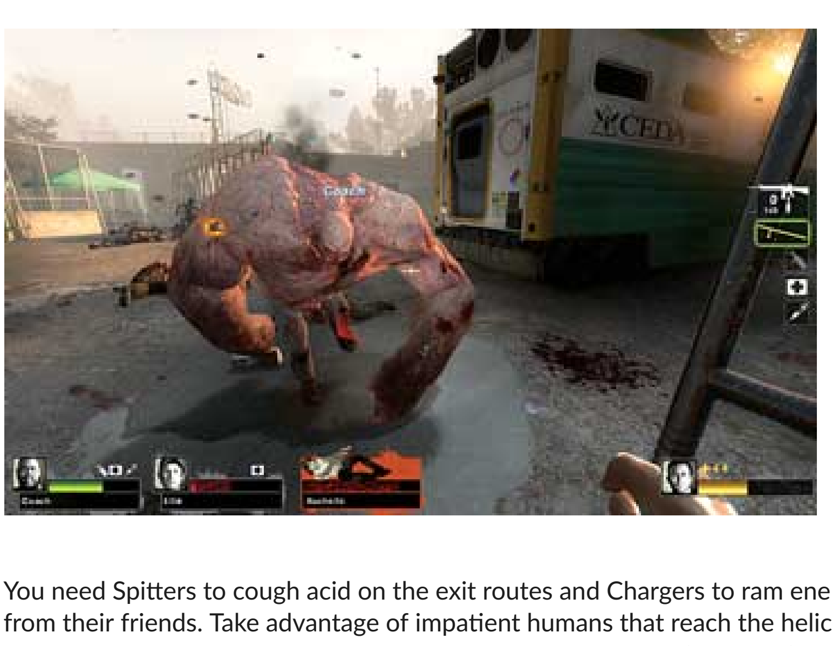
A hideous (but tempting) method of completing this stage (usually in Single Player) is to race to the chopper using Adrenaline, and then wait on the helipad, cutting down foes and ignoring the pleas of your team as they are gradually incapacitated and killed.

Then escape on your own.... Why do this? So you're not savaged while trying to help those ingrates whose hides you've been constantly saving since the Vannah Hotel!

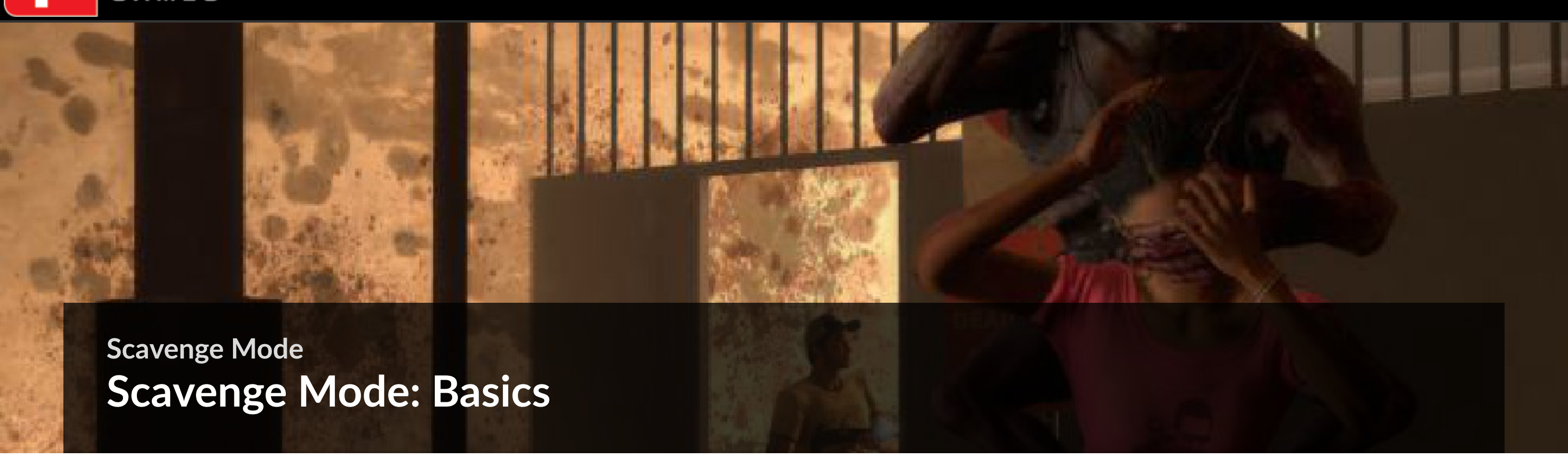
Effective Infected



Although your human foes are almost victorious, you can still prevail if you keep attacking in unison and time your aggression expertly. One of the first locations to try is where the humans leave the bridge. If you can pounce or tether (picture 1) a Survivor from the bridge, this can stall them. Do this during the first Tank fight and you'll really cause problems! Once down in the yard, the masses of Common Infected can sometimes mask your presence.



You need Spitters to cough acid on the exit routes and Chargers to ram enemies into the water or take them well away from their friends. Take advantage of impatient humans that reach the helicopter first; pick off their friends so they must retreat to save them! Time your attacks with the second Tank (picture 2), and these fleshy fellows may falter and fall just before they reach salvation!



Scavenge Mode

Scavenge Mode: Basics

Welcome to the debriefing for two additional game modes: Survival and Scavenge. The following chapter gives overview tactics, labeled maps, and specific advice for each map.

A Can-Do Attitude: Scavenge Basics

Note

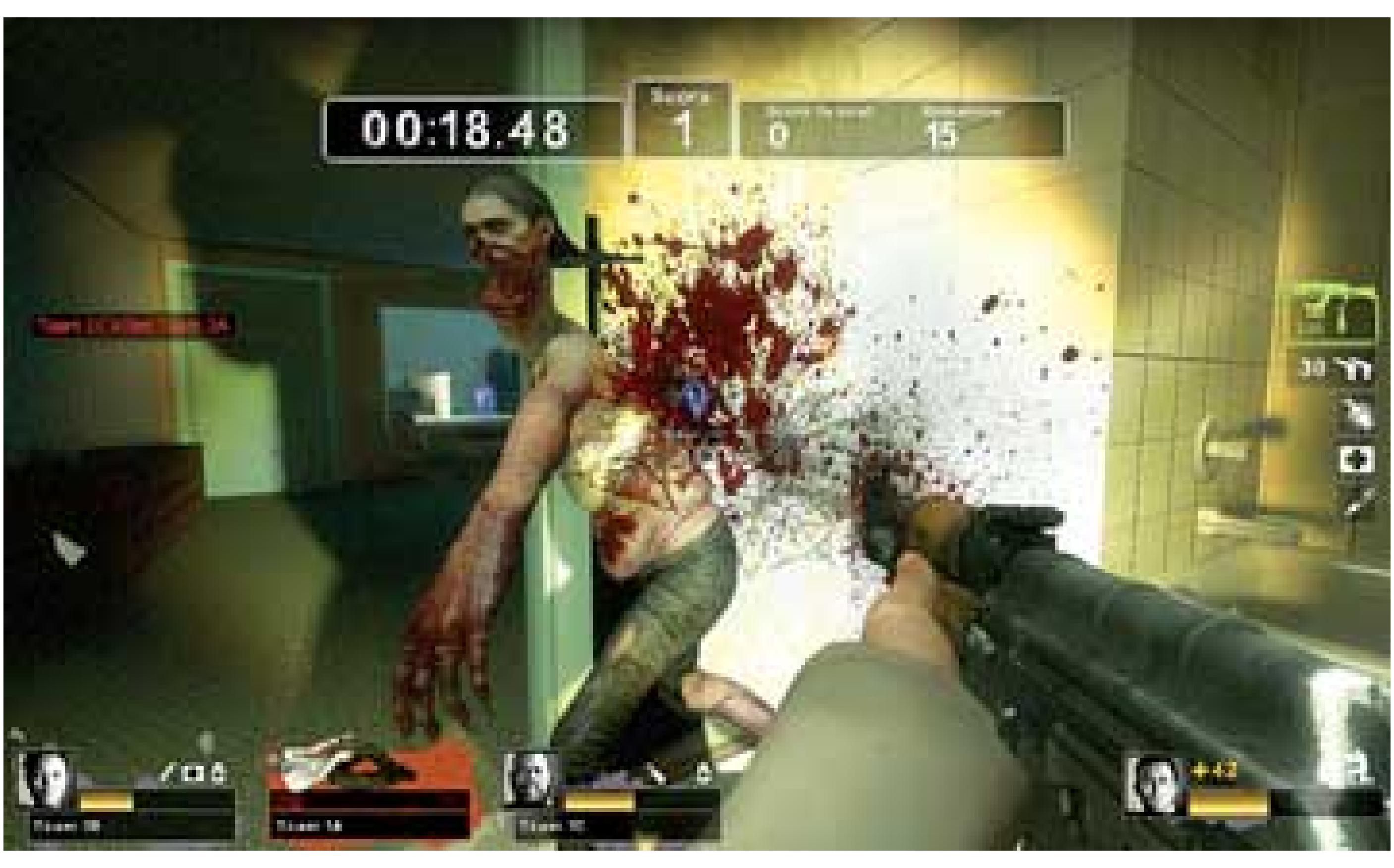
Almost all of the general tactics detailed at the front of this book, and the specific tactics shown during the Walkthrough, apply to both Scavenge and Survival Matches. For exhaustive tactical knowledge, consult the rest of this guide, too!

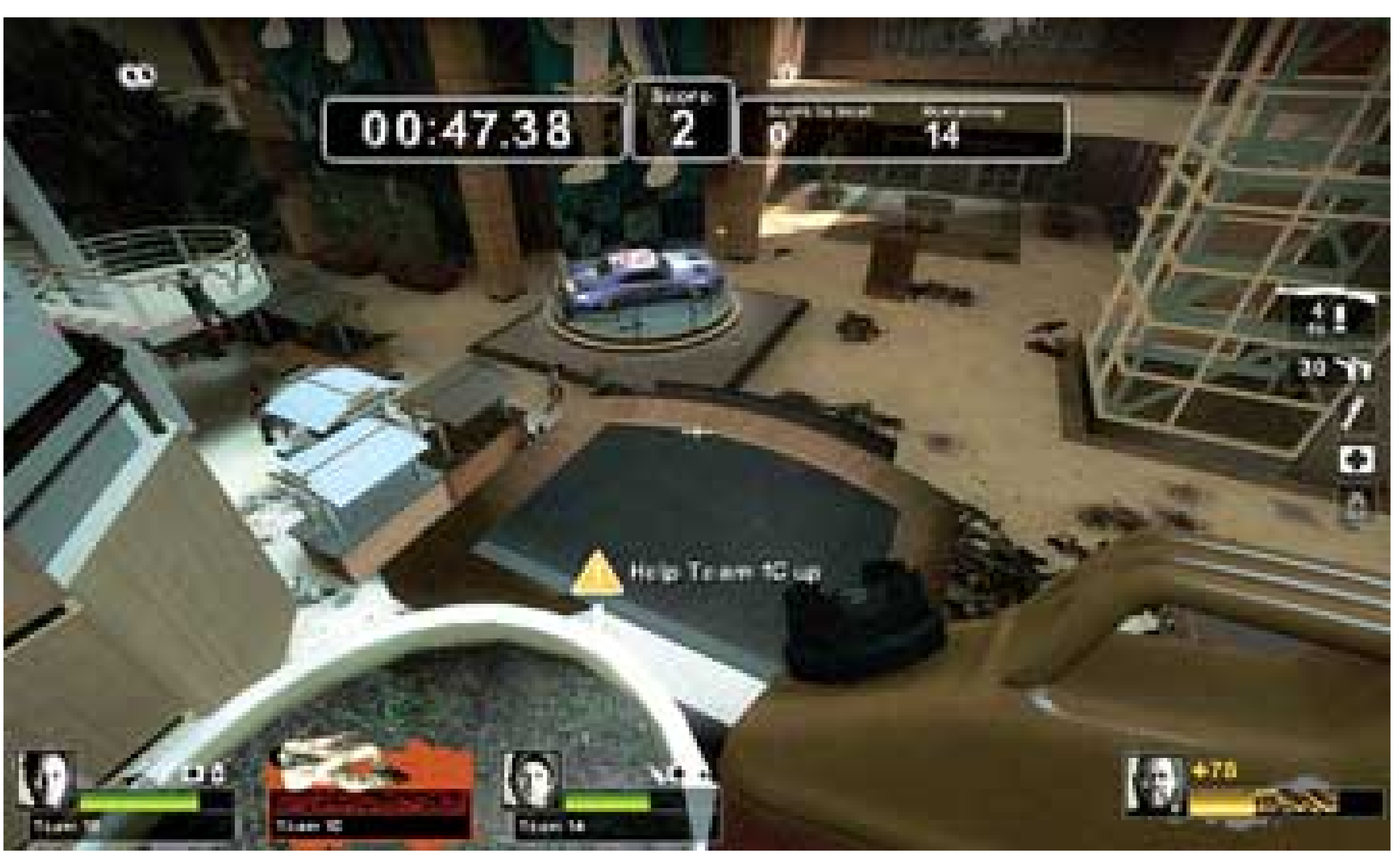
Note

The Scavenge Match type is loosely based on the race to fill up Jimmy Gibbs Jr.'s race car that happens during the final stage of Dead Center. You are advised to reread that portion of the Walkthrough for more tactical advice.

The ongoing gas crisis has reached its peak in Scavenge mode, where up to four human players attempt to locate Fuel Cans, return to a centrally located portable generator, and refuel it to keep it activated.

Meanwhile, up to four Infected players try to stop the generator from being refueled by any means necessary. The humans have superior weaponry. The Special Infected have Common Hordes and a variety of prehensile mutations designed to rend and tear. Who will win? Your team, if you digest the following information!





The wanton savagery and fuel rationing of Scavenge mode in full effect, shown from both human and Infected perspectives

In every match, certain elements are constant:

1. When the action begins, the humans start near the generator (or Blue 22 car). They can leave a designated "grid" of white diagonal hash marks at any time to begin the match, or once the timer counts down from 45 seconds.

2. During this prematch time, the humans gather equipment, items, and weapons (which are always contained within the starting grid), and spin 360 degrees around to view all the Fuel Can locations (outlined in white).

3. During this same time, the Special Infected players can prowl the entire map in an ethereal (blue) state, using unique "claw climbing" marks to ascend buildings and other structures to reach high points, many of which the Survivors cannot reach. An Infected spawns when it is out of the field of view of the Survivors; the onscreen information tells you when this is.

4. When the match starts, a main timer counts down from 01:30.00 to zero. For every Fuel Can the humans brought to the generator and poured in, an additional 20 seconds is awarded. As there are 16 Fuel Cans to find, the theoretical maximum time you can play is 06:50.00 (01.30.00 + [16 x 20 seconds = 05:20.00]).

5. Fuel Cans can be shot by survivors at any time. Once they've been picked up, Infected can spit on them or move them with Boomer explosions, but cannot move them with swipes or claws.

6. The first half of the match ends when the Surviving Team wipes (dies and restarts the map), or all the Fuel Cans are used or destroyed. The number of Fuel Cans successfully poured into the generator is the total. Now the sides switch, and the Infected players are now Survivors and vice versa.

7. If the timer reaches zero, the match still continues if at least one Survivor is still carrying a Gas Can. The Survivor will then either fill up the generator (thus increasing the timer), or drop the Can (usually after a Special Infected attack), ending this part of the match.

8. The team with the higher round score (based on between three and five rounds) wins the match. If the score is the same, then the winning team is the one that got that number in the least amount of time. If the scores are both zero, then the team that survived the longest wins.

Heed the following general advice to strive for Fuel Can domination:

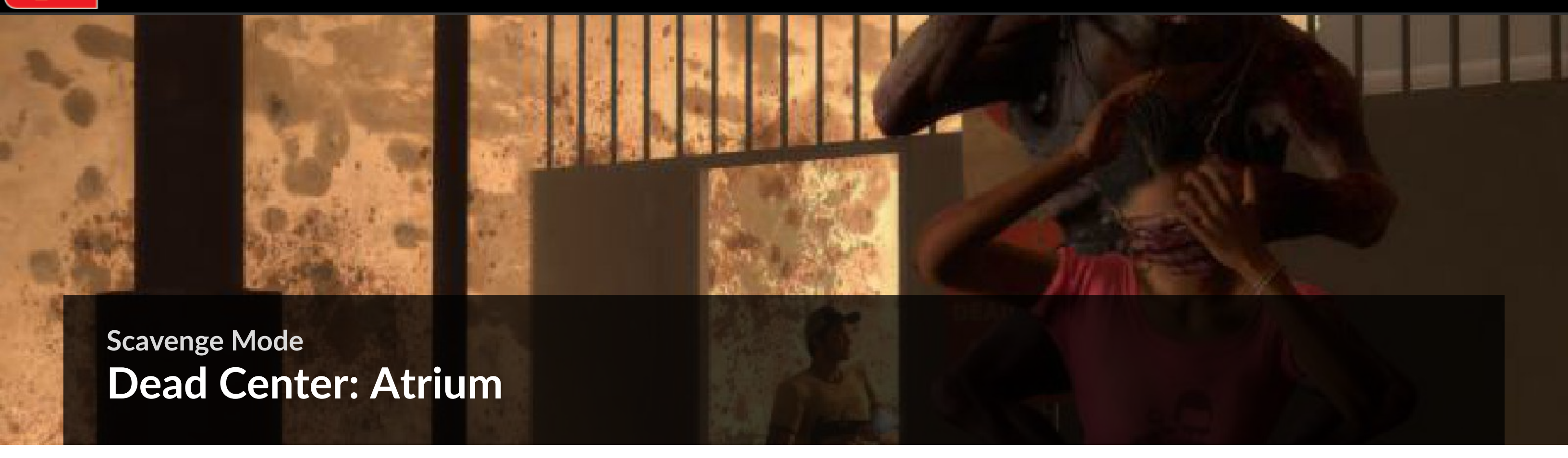
- Be warned that the longer the Survivors delay the match's start, the longer the Infected can plan a counter attack, and get into position. Plan as you run!
- The order of grabbing Fuel Cans should be the nearest ones first, then the Fuel Cans that are farther away. As Scavenge maps can be quite large, understand the time it takes to reach a certain point, so you can deem whether the run is even possible. After countless matches, you should be able to work out, in seconds, the time it takes to reach every Can cluster.
- The Fuel Can carrier is almost defenseless (the player can swipe at foes with the Can to cause a Melee Strike), so it is up to the other teammates to chaperone. Know when you've got backup, and when you need to drop the Can, remove a threat, then pick up the Fuel Can and continue again.
- Guarding the generator, or at least clearing any foes from that location while another teammate returns with a Fuel Can is an excellent plan. Guard the player as the refueling takes place; if the pouring Survivor is struck, the pouring is aborted.
- Splitting into pairs can allow Survivors to head in completely different directions to gather Fuel Cans more quickly. You sacrifice offensive power for the prospect of a quicker refilling.
- Throwing Fuel Cans is a key to success, and this is handy when you find Cans positioned on floors or ledges above ground level. Have two of your team reach a Fuel Can, then throw it down to a teammate who takes it back to the generator. Be warned: Thrown Cans can be exploded by Spitter acid!
- Survivors need to obtain as many Fuel Cans as they can, as quickly as possible, and empty them into the generator. However, one well-guarded Fuel Can poured into a generator is better than four poorly guarded Fuel Cans sitting in grass after their carriers were overwhelmed!
- Try setting off as a group to a location where four Fuel Cans are close to each other and move from point to point, grabbing each Can in a round trip. Even if some of the Cans are dropped on the return journey, there's a good chance one or two of your team will make it.
- Special Infected have a number of areas only they can utilize, such as rooftops, thickets, and other hidey-holes. But waiting around corners, letting Survivors pass, and then attacking them always works well.
- The Special Infected have particular roles they are well-suited to: A Boomer backs up other Special Infected, or charges a Fuel Can carrier. A Charger crashes into the carrier, setting up a run that bisects the generator (aiming for a spot well away from the Survivors for the Charger to pummel his victim). The Hunter uses height advantage to leap and pounce on Fuel Can carriers, or those protecting the carrier, so others can finish the job. The Jockey steers Survivors away from Fuel Cans and the generator. The Smoker lies in wait, either choking a foe near a Fuel Can, or he disrupts a pouring.
- The Spitter has a specific and important role to play; it can explode Fuel Cans that have been dropped or thrown by Survivors.
- Therefore, it is an excellent idea to use the Spitter as a guard near the Generator, so it can spit on the foes pouring gas, who then stop. You can't pour gas and take damage at the same time.

Scavenge Achievements

Icon	Name	Description
	Hunting Party	Win a game of Scavenge.
	Gas Guzzler	Collect 100 gas cans in Scavenge.
	Cache and Carry	Collect 15 gas cans in a single Scavenge match.
	Scavenger Hunt	Stop the enemy team from collecting any gas cans during a Scavenge match.
	Fuel Crisis	Make a Survivor drop a gas can during overtime.
	Gas Shortage	Cause 25 gas can drops as a Special Infected.

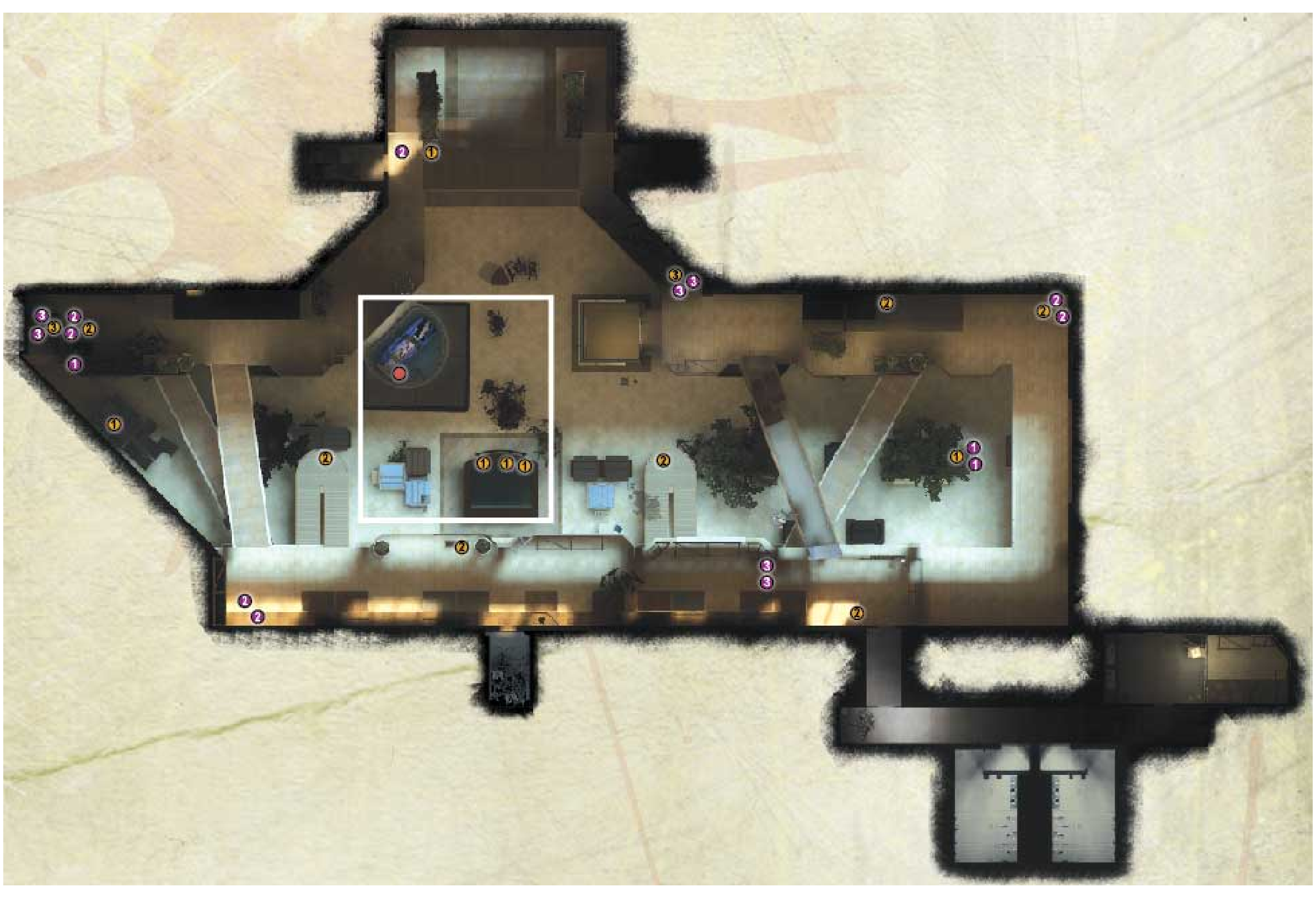
Note

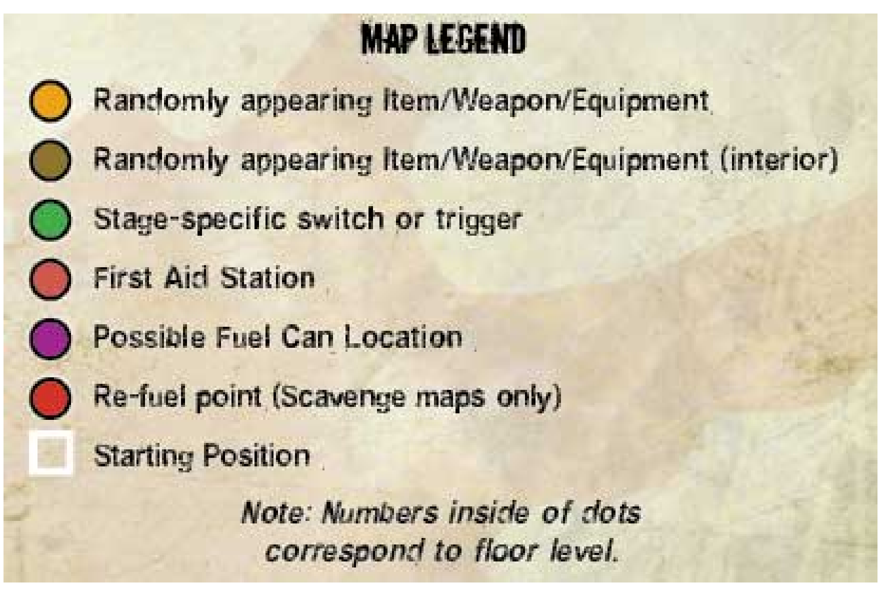
Due to the random nature of the A.I. Director's whim, the placement of items on the following maps isn't completely exact. Sometimes an item is there. Sometimes it is not. But be prepared to scour a ten-foot area around the item icon; as the dot shows the general location of an item, or multiple items.



Scavenge Mode

Dead Center: Atrium





MAP LEGEND

- 🟠 Randomly appearing Item/Weapon/Equipment
- 🟤 Randomly appearing Item/Weapon/Equipment (interior)
- 🟢 Stage-specific switch or trigger
- 🔴 First Aid Station
- 🟣 Possible Fuel Can Location
- 🔴 Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

The Atrium, which is laid out almost identically to the section of Dead Center where you had a similar task to complete, features two stairwells, an elevator (not used), a ground floor, and two balconies above. Fuel Cans are scattered throughout. Don't forget some of the balconies have glass floors to shoot and fall through.

+ Pairs work well together; two players are strong enough to repel most Infected, and you can grab multiple Fuel Cans at the same time, from different locations in the Atrium.

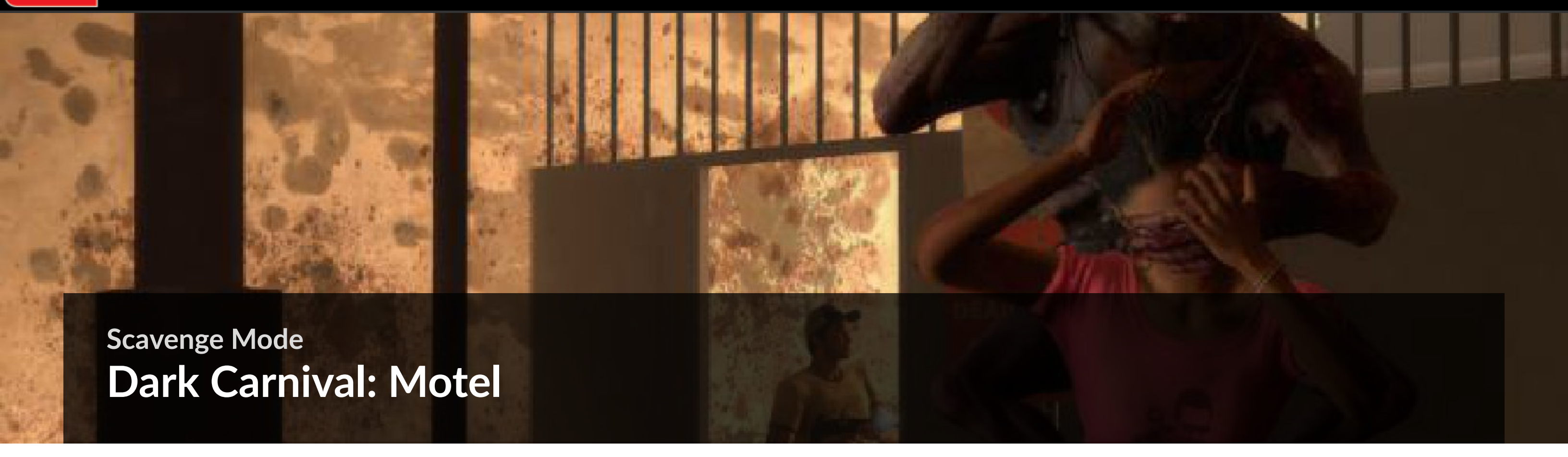
+ Throw cans down to the Blue 22, information kiosk, or to the ground to quicken the refueling (assuming someone is there to pick it up!).

+ Shortcuts off plant pots on the balconies allow you to cut across the tables and information kiosk roof when returning with fuel.

- You have the height advantage, so use it to rain vomit or spit, or lasso those trying to fill up the vehicle (3), ideally from a position of partial cover.

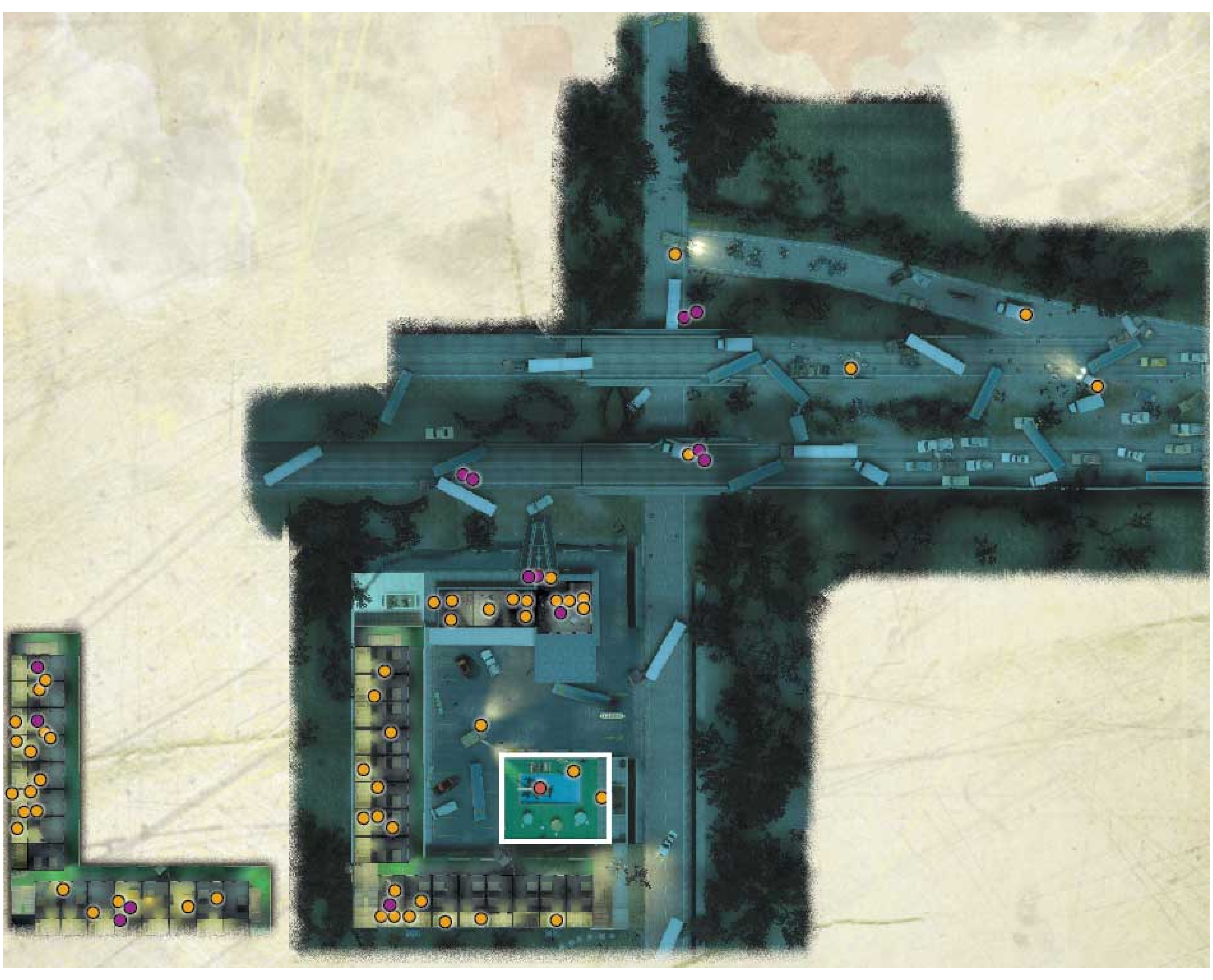
- Concentrate attacks on the information kiosk and Blue 22. This area is where your Survivor foes spend most of their time.

- The balconies surrounding the race car and the many pillars make ambushes straightforward. Attack from multiple directions to further annoy your foes (4).



Scavenge Mode

Dark Carnival: Motel

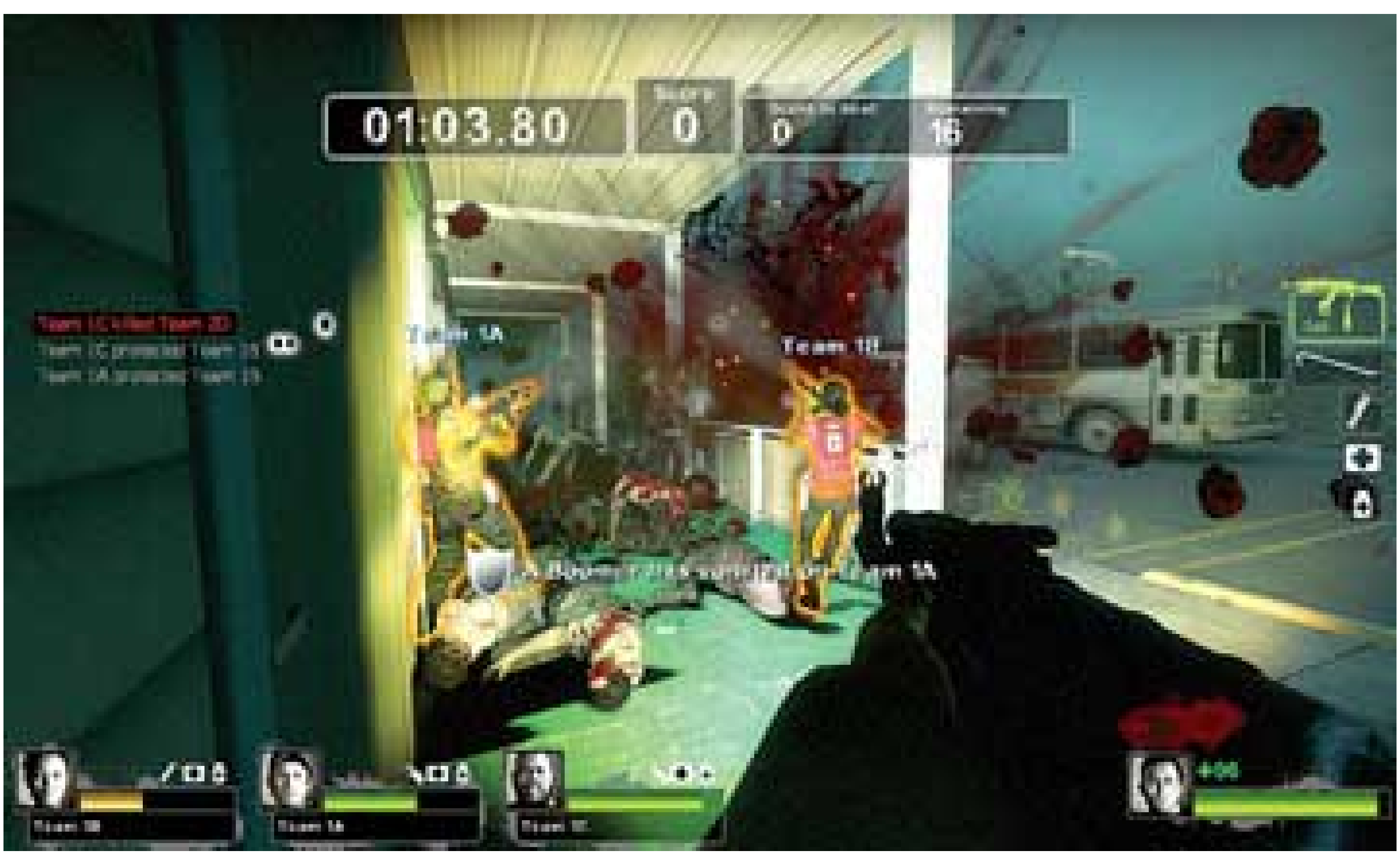


MAP LEGEND

- 🟠 Randomly appearing Item/Weapon/Equipment
- 🟤 Randomly appearing Item/Weapon/Equipment (interior)
- 🟢 Stage-specific switch or trigger
- 🔴 First Aid Station
- 🟣 Possible Fuel Can Location
- 🔴 Re-fuel point (Scavenge maps only)
- ☐ Starting Position

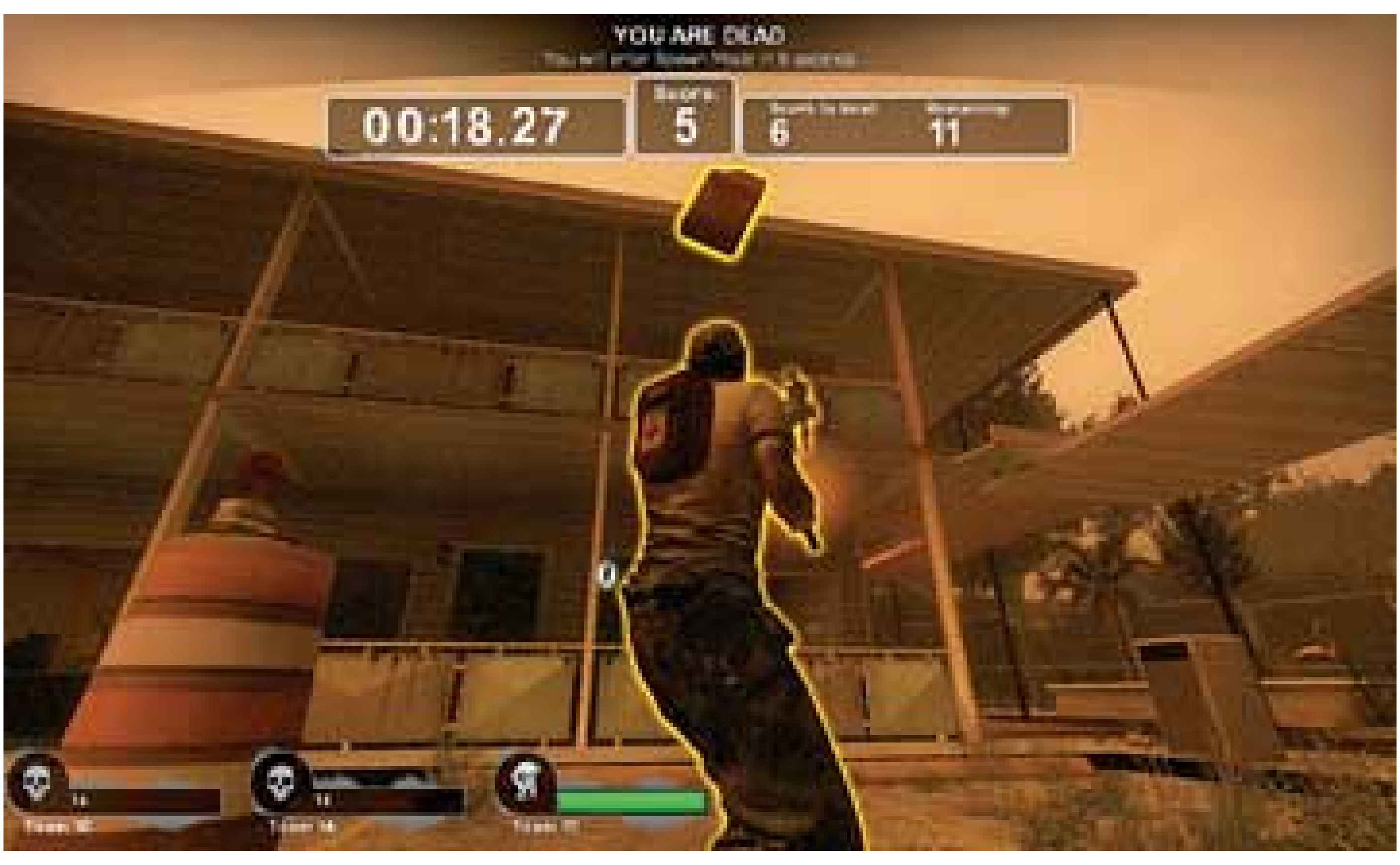
Note: Numbers inside of dots correspond to floor level.

The corpse-filled swimming pool is the site for the generator, which has you running for the easy Fuel Cans first (those in the office or low ground) and more difficult ones later (including those up on the billboard, which is accessible via the ladder, which in turn means you can traverse the office roof). The parking lot and motel rooms are yours to explore, too.

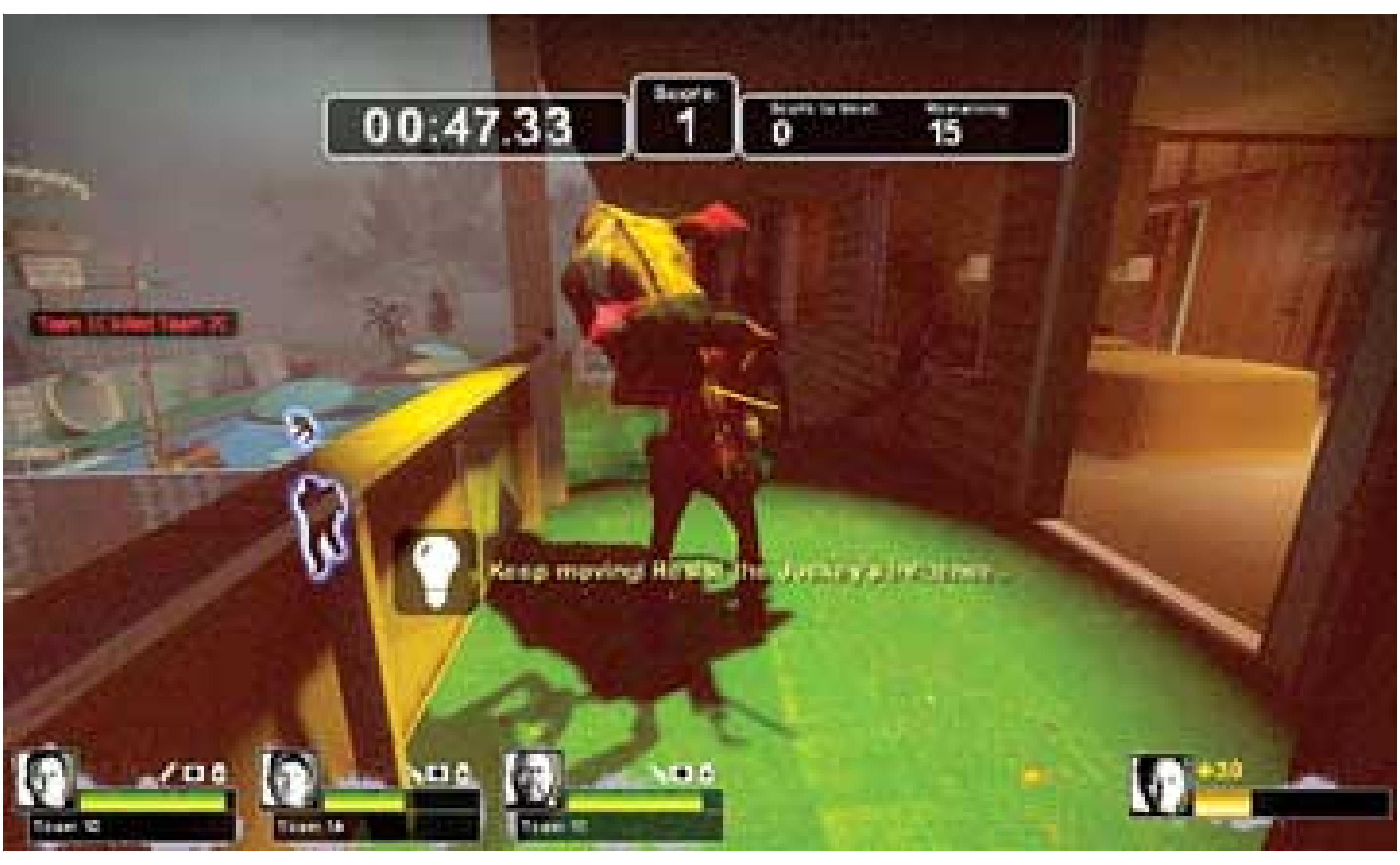


+ There's little hope in victory if you don't maneuver together into motel rooms to claim some of the more out-of-the-way Fuel Cans (1).

+ The swimming pool is reasonably defensible, assuming the three teammates not refueling are guarding the exits.

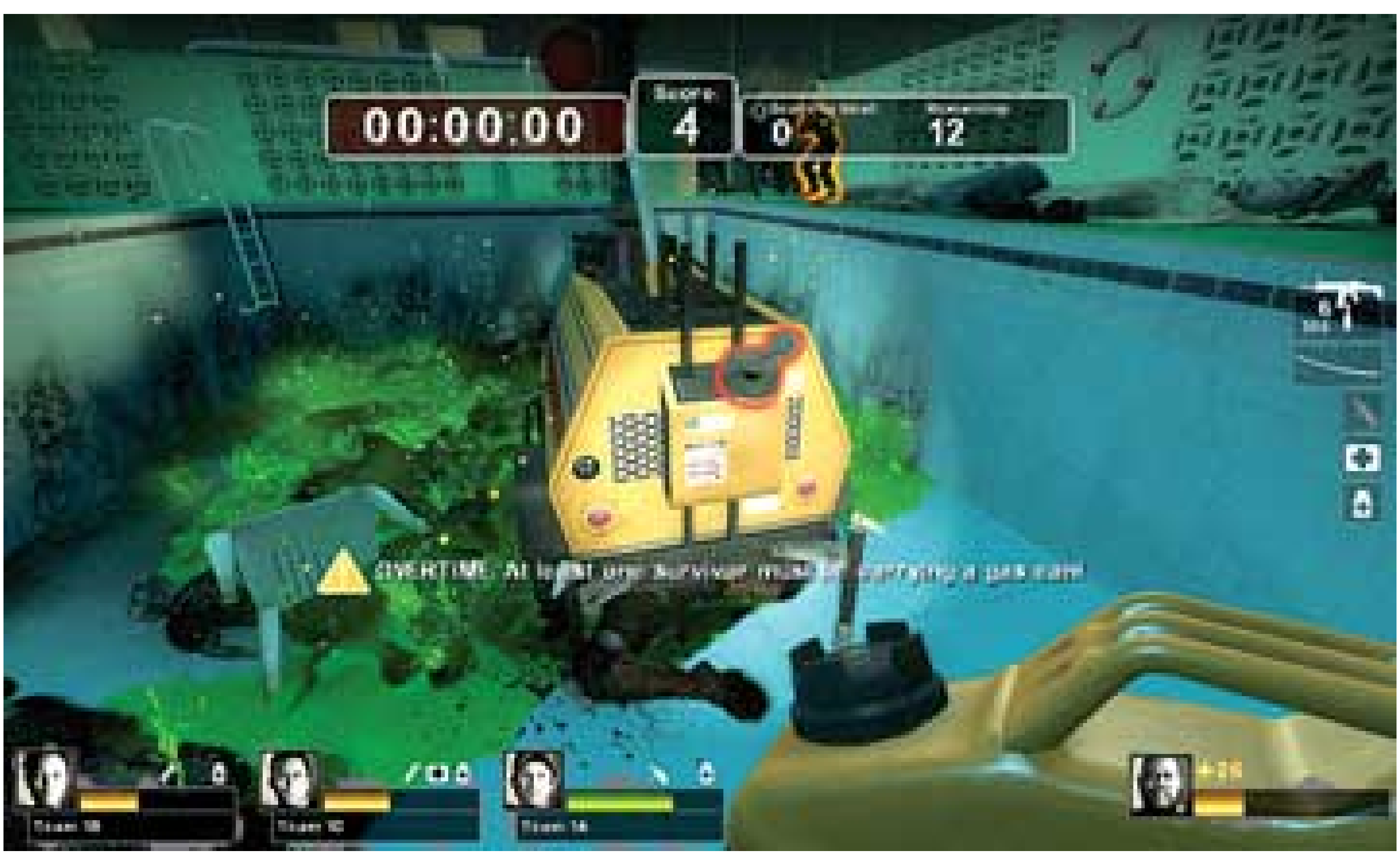


+ If the Special Infected threat is low, you can opt to have one (or two) Survivors grab Fuel Cans from rooms and throw them down to colleagues (or in a pile so you can grab multiples) to quicken the refueling (2).

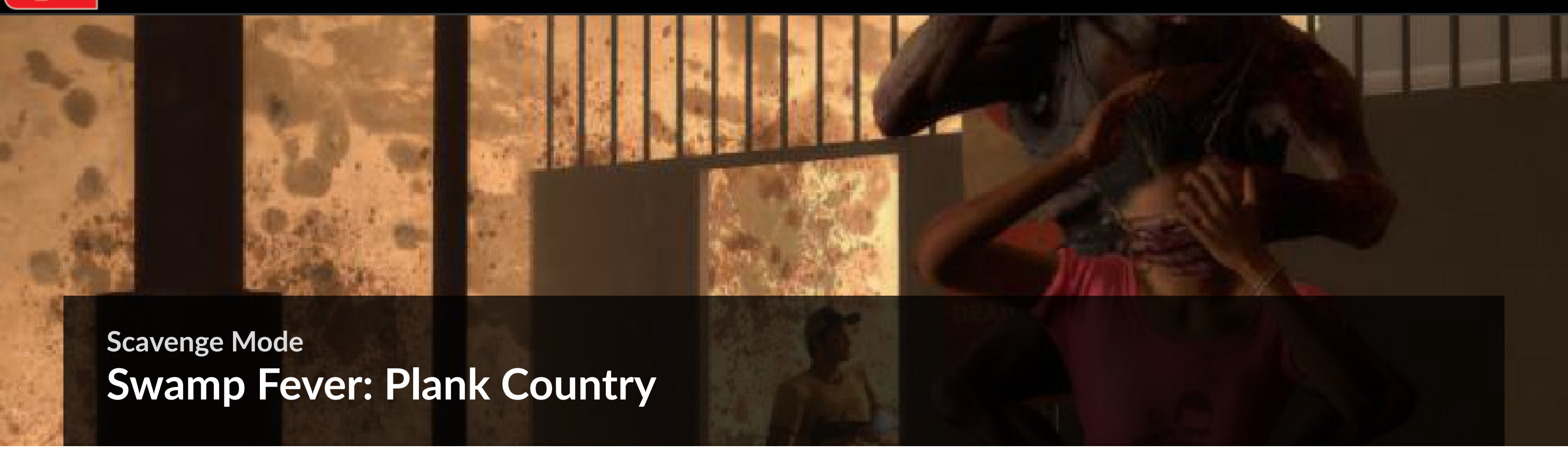


- Infected such as Jockey s and Charger s should attempt to stop humans from reaching Fuel Cans, usually by lurking on the motel balconies (3).

- The walls, buses, vehicles, stairwells, rooms, and office are perfect places to lie in ambush for Survivors. Survivors can't look everywhere!

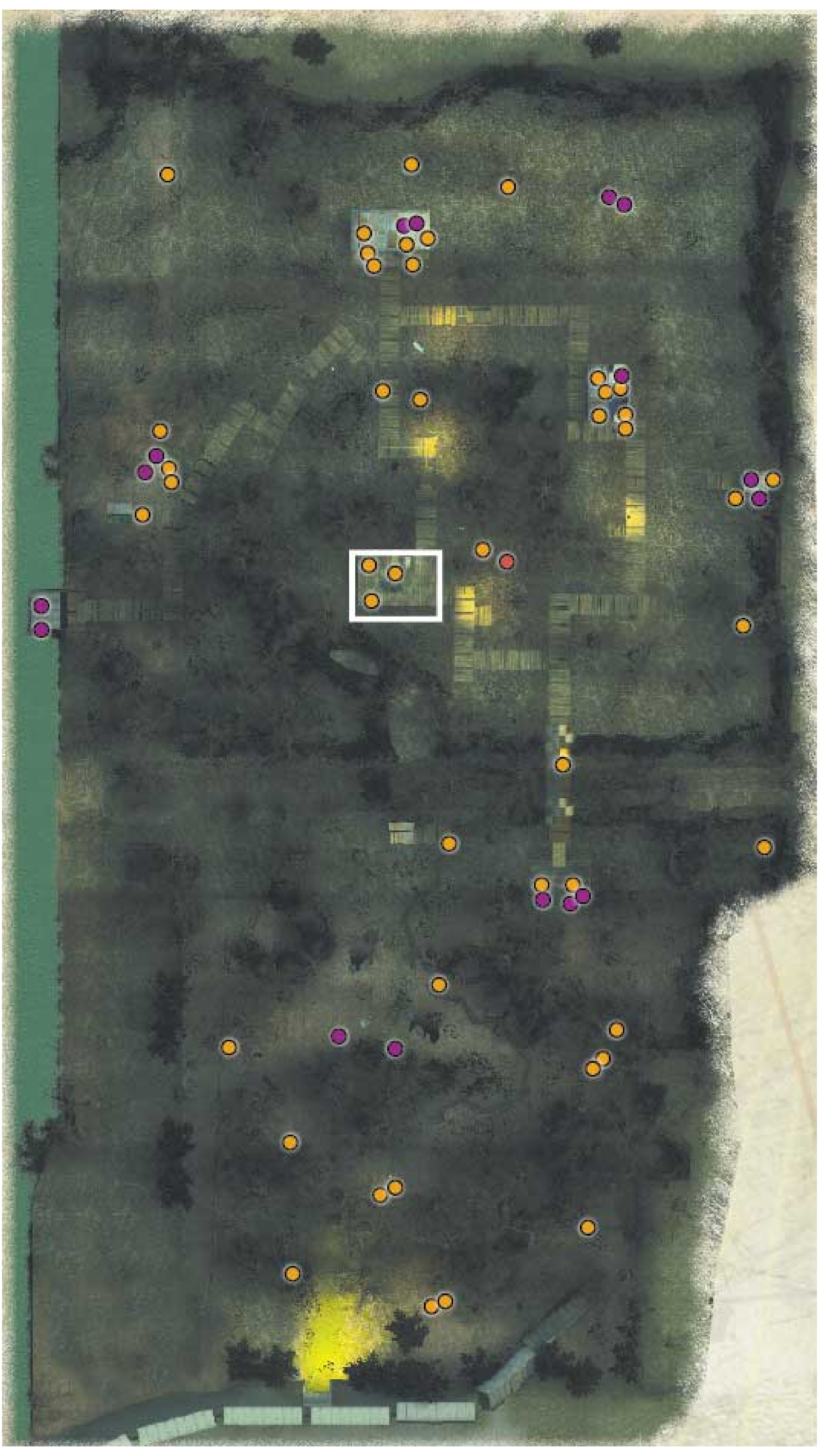


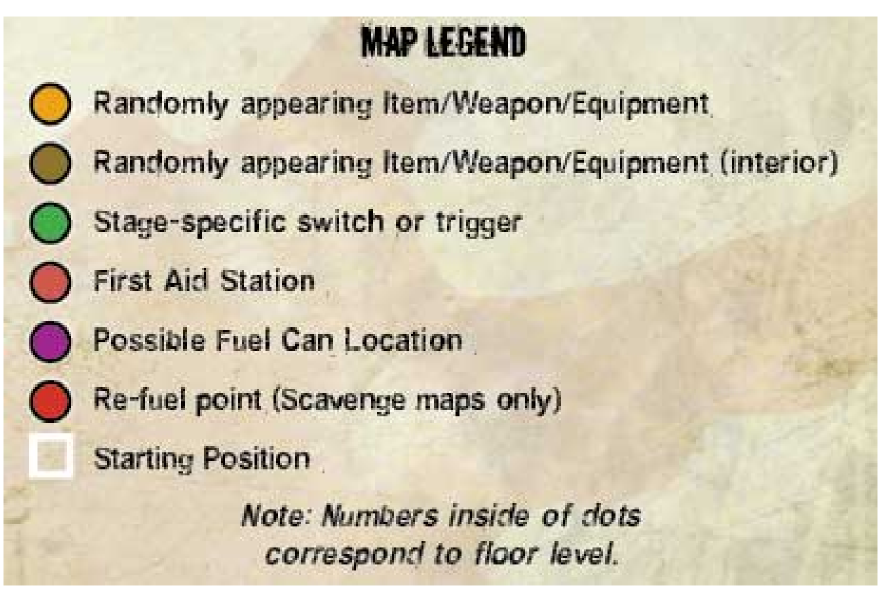
- The Spitter (and to a lesser extent, the Boomer and Smoker) can use the balcony above the pool to employ their ranged attack on the generator (4), as well as outside a room where they can attack those heading into a building with fuel inside.



Scavenge Mode

Swamp Fever: Plank Country





MAP LEGEND

- ● Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- ● Stage-specific switch or trigger
- ● First Aid Station
- ● Possible Fuel Can Location
- ● Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

A dark and shadowy swamp forest is the setting for this match, which has a number of connecting raised walkways that offer direct paths to items and Fuel Cans, but also expose you to being spotted by the other team. This area features a number of Infected-only thickets for Special Infected to hide in, too. The generator is down in the middle of the swamp.

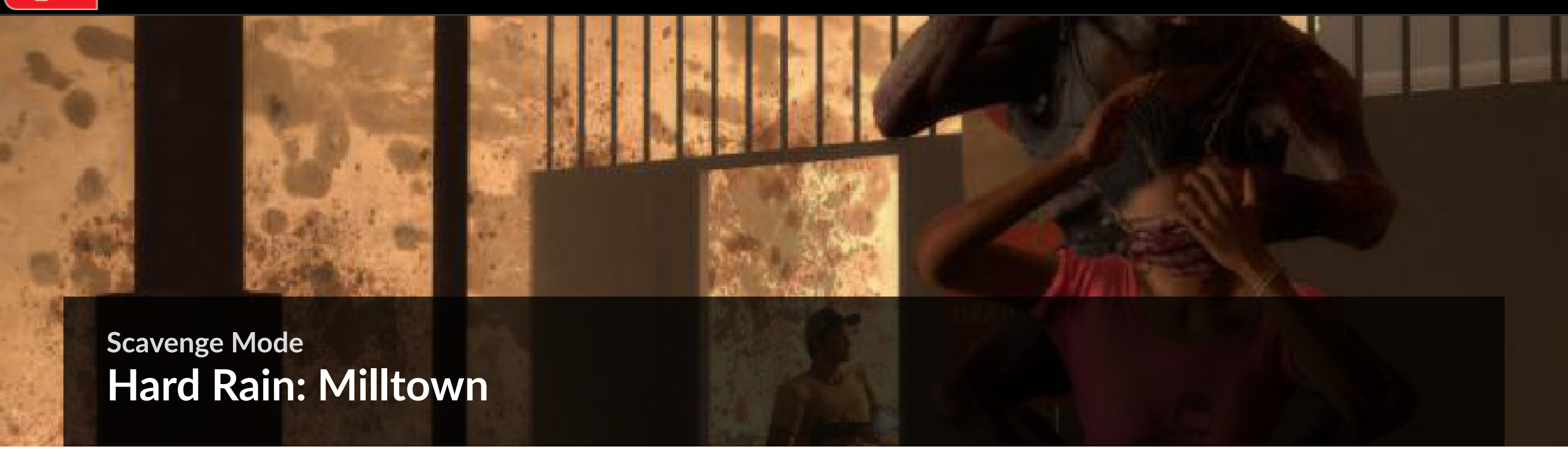
+ Learn where the ladders are if you're knocked off the walkways, so you can quickly and efficiently return to locating the far-off Fuel Cans.

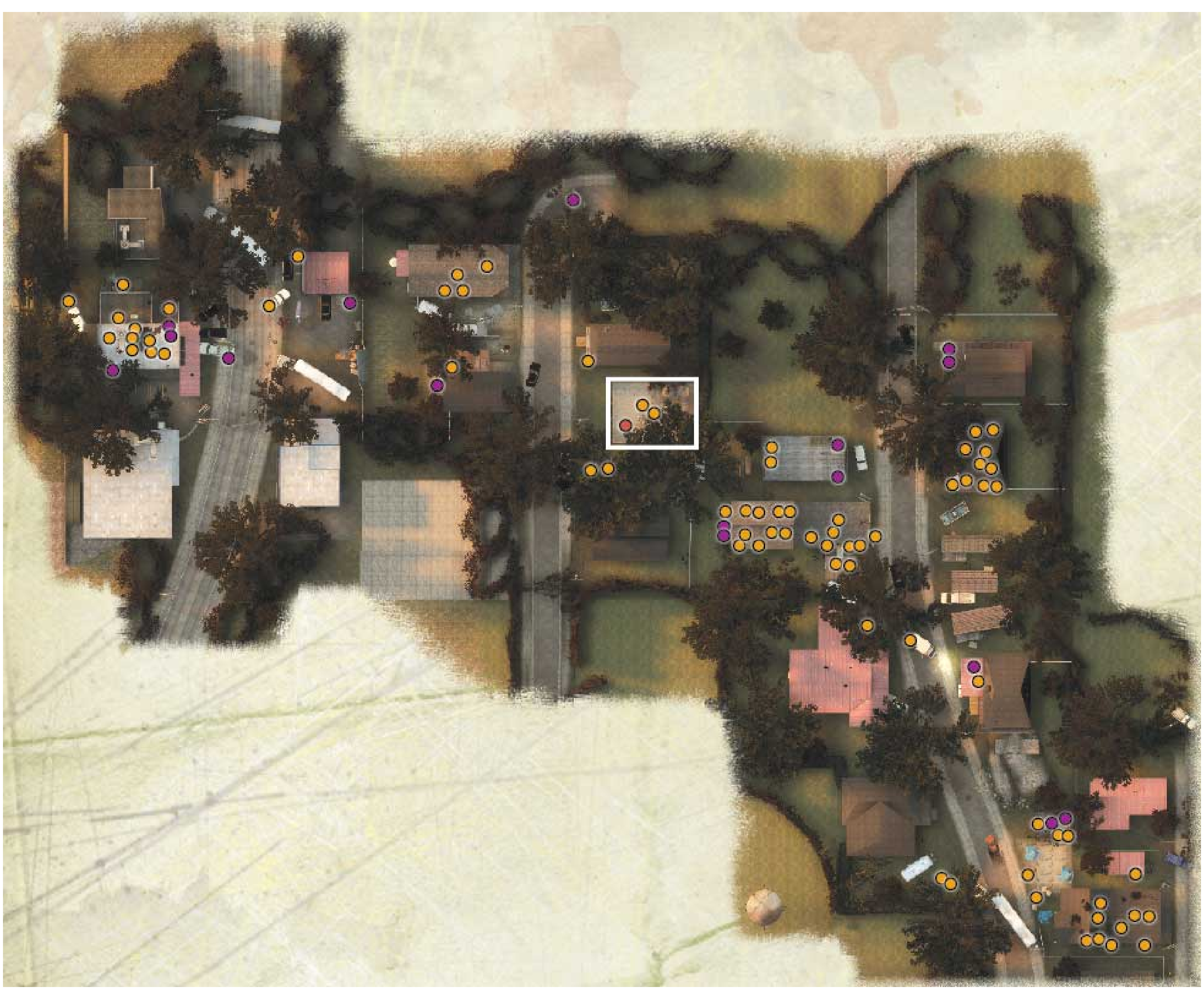
+ Teams of two that split up from each other leave the Special Infected wondering which duo to aim for. Make sure both of you are carrying Fuel Cans, but one of you should drop a Can if attacked (1).

+ It is vital that you guard the generator when a friend is refuelling. You can also quicken he process by throwing Fuel Cans down to a waiting friend; two guard the generator while the others grab more Cans (2).

- Turn the humans' simple Fuel Can retrieval into a fight for survival by positioning yourself in the shadows, bushes or other undergrowth, and yanking foes from the walkways (3)
- The main focus is to work in unison to disrupt the walkway running as much as possible. Chargers are particularly useful.

- Don't overlook the generator, which can be attacked from the walkways, or after you step out from behind trees. The dark environment favors you (4)





MAP LEGEND

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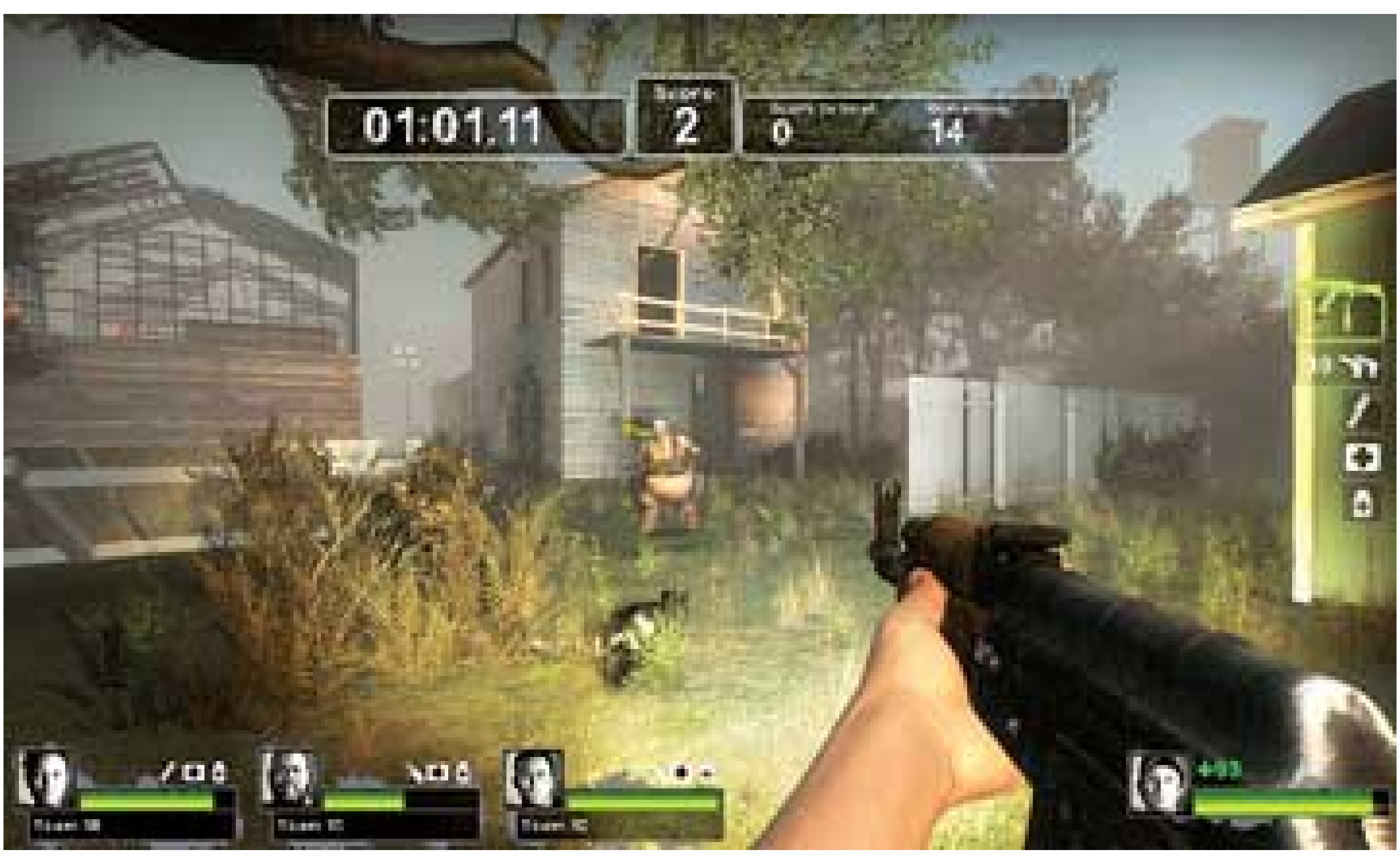
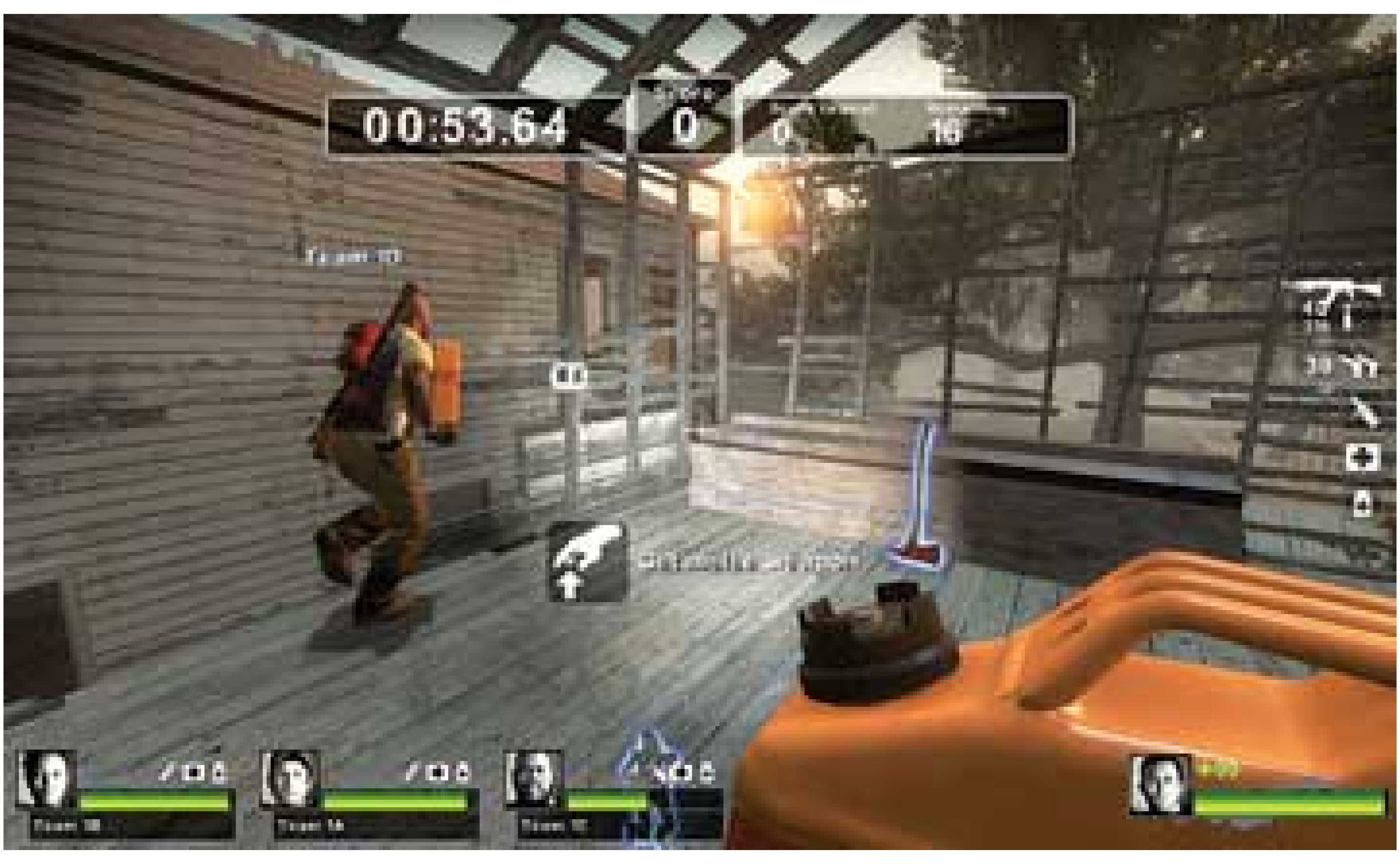
- ⬜ Starting Position

Note: Numbers inside of dots correspond to floor level.

The first, second, and third streets of milltown are the setting for this, the largest Scavenge map. With an area this expansive, you have more chance of being split up from your group, but a wider variety of places to find fuel. Learn the alleyways and avenue topography from your adventures during Hard Rain, and look for items inside and outside of many homes.

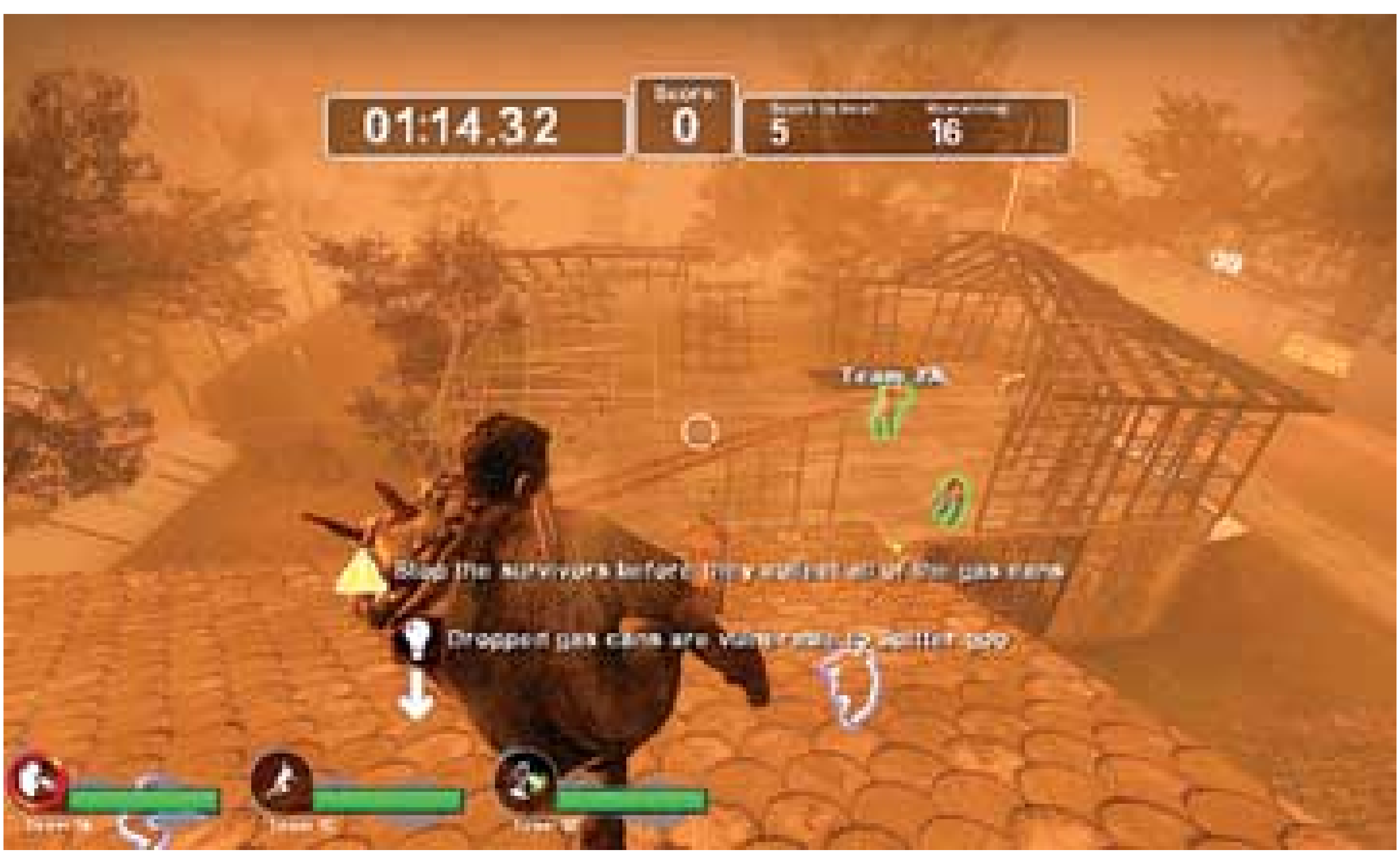


+ The generator is positioned in the kiddie's playground, which isn't close to any major scenery. This makes it easy to spot most Infected before they swarm this area (1).

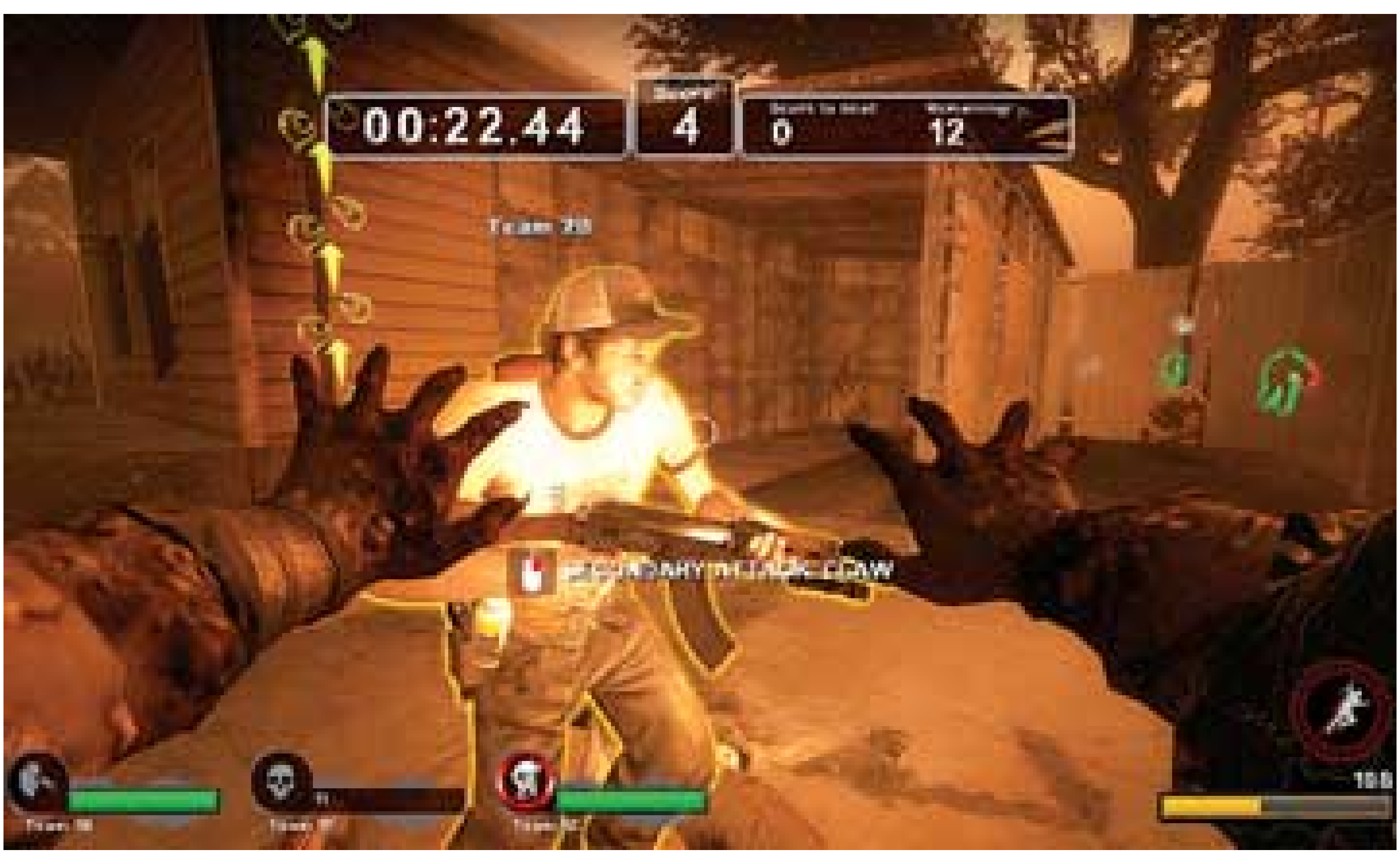


+ Fuel Cans inside houses are good choices to grab. You can guard the exterior doors so the Fuel Cans are grabbed with the minimum of fuss and thrown down near the generator (2).

+ The area around the playground is easy to reach, but prone to attack, so follow a friend with a Fuel Can and check in all directions, guarding them as they fill.

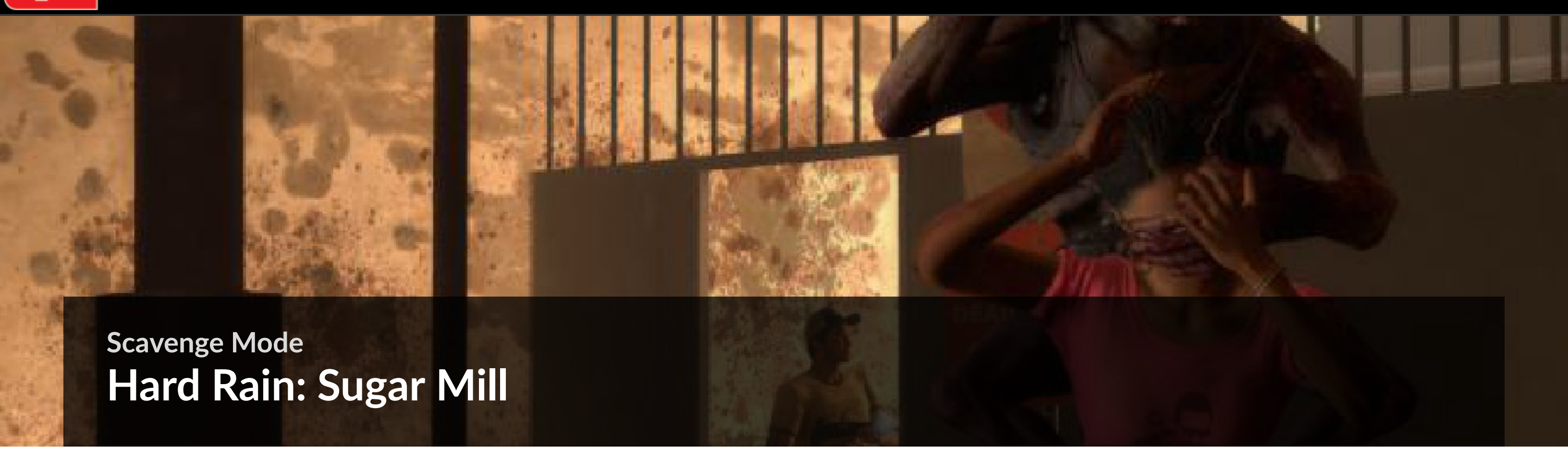

01:14.32
0
5
16
Stop the survivors before they pour all of the gas cans
Dropped gas cans are vulnerable to Spitter goo

- Rooftops are excellent for launching a variety of Special Infected attacks, especially if other foes are inside the houses, looking for Fuel Cans (3).



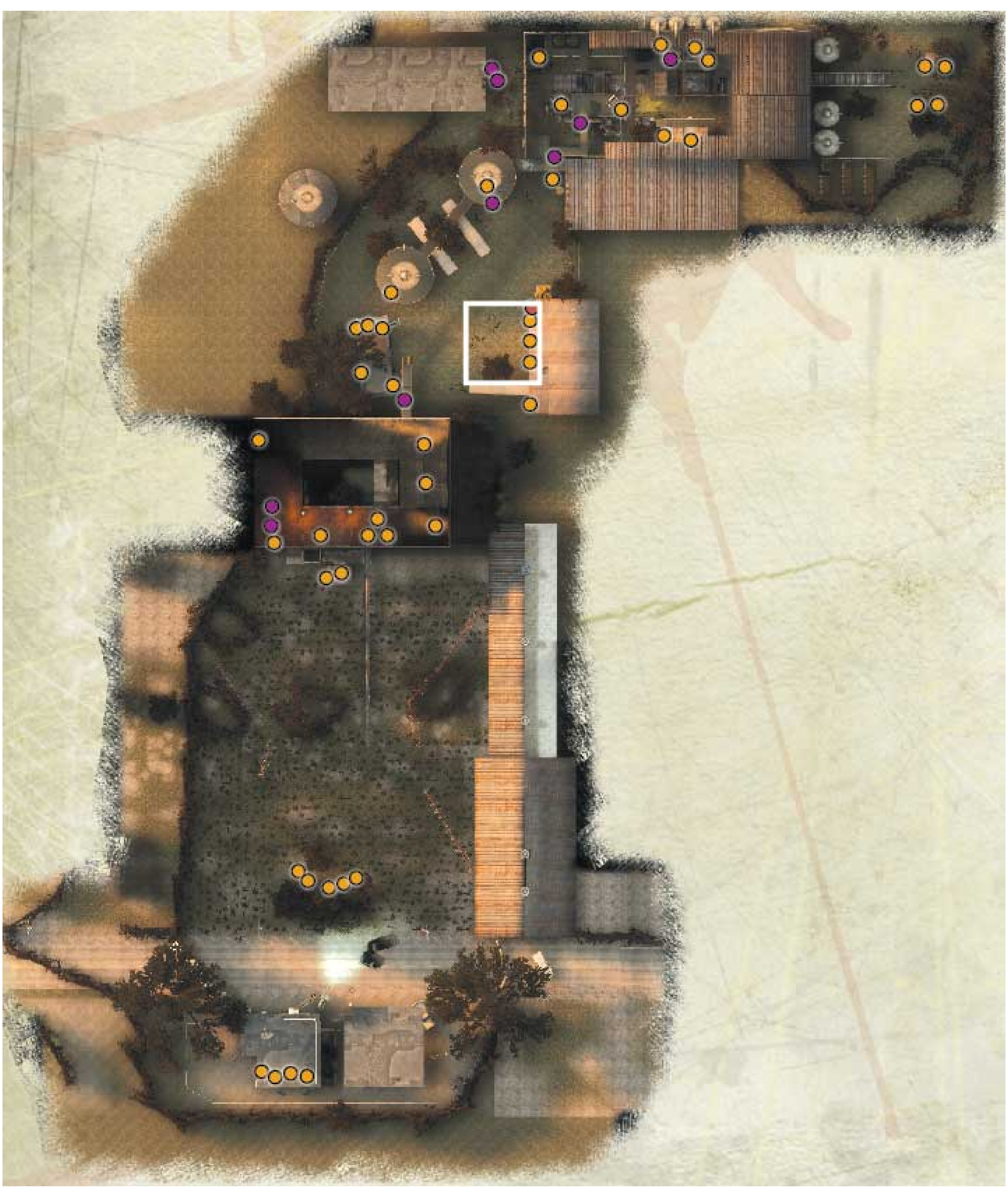
- Lurk on the balconies, rooftops, and behind vehicles (or even in the climbing frame) near the playground, then follow foes in to grab or attack them before they finish filling (4).

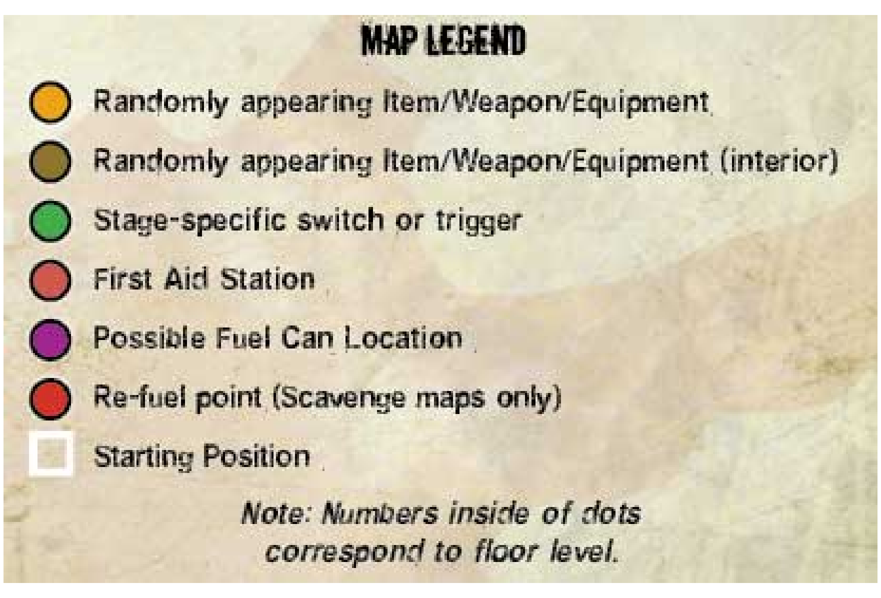
- When the enemies venture toward the Burger Tank eatery to locate more Fuel Cans, use the copious places to ambush and waylay them.



Scavenge Mode

Hard Rain: Sugar Mill



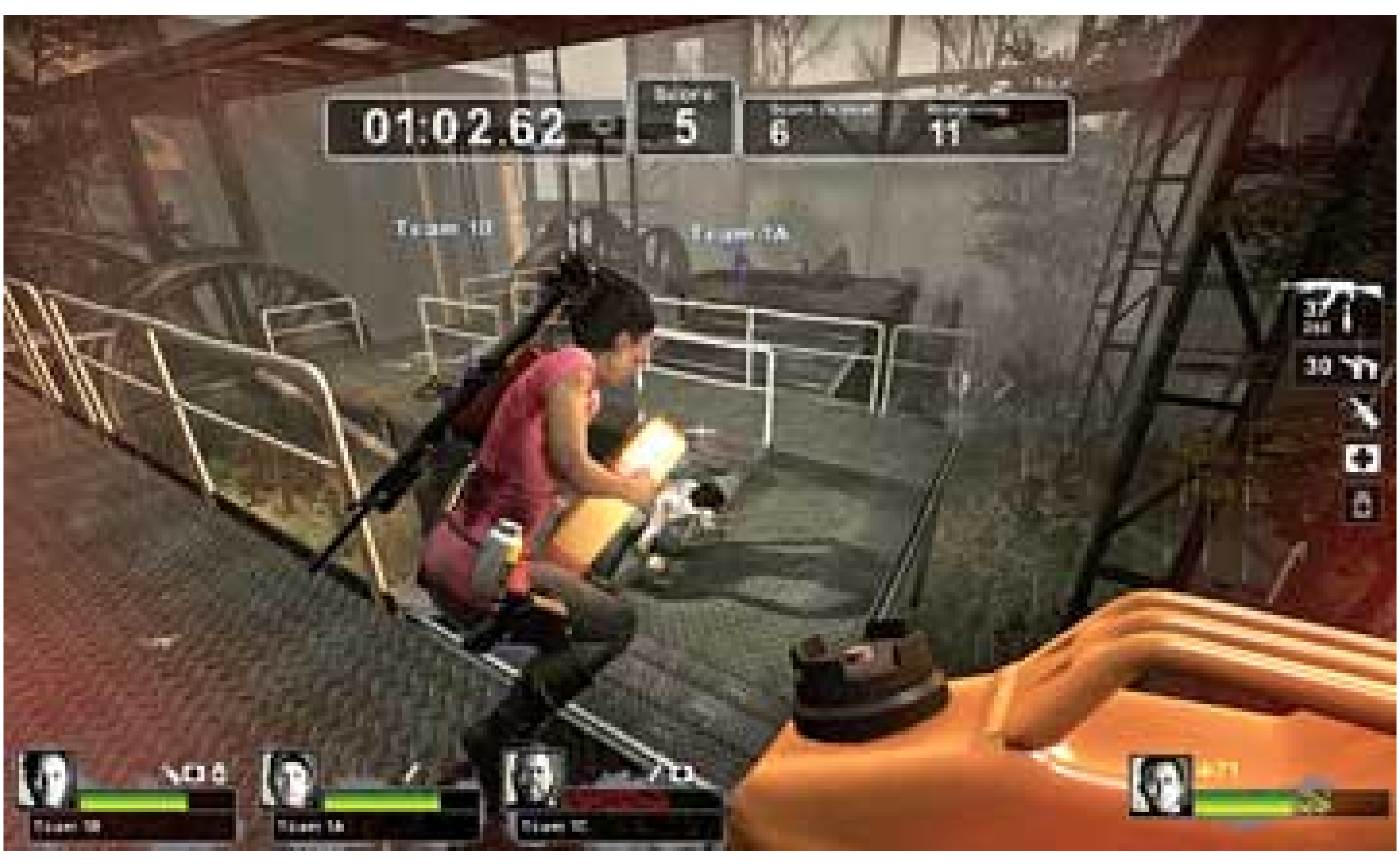


MAP LEGEND

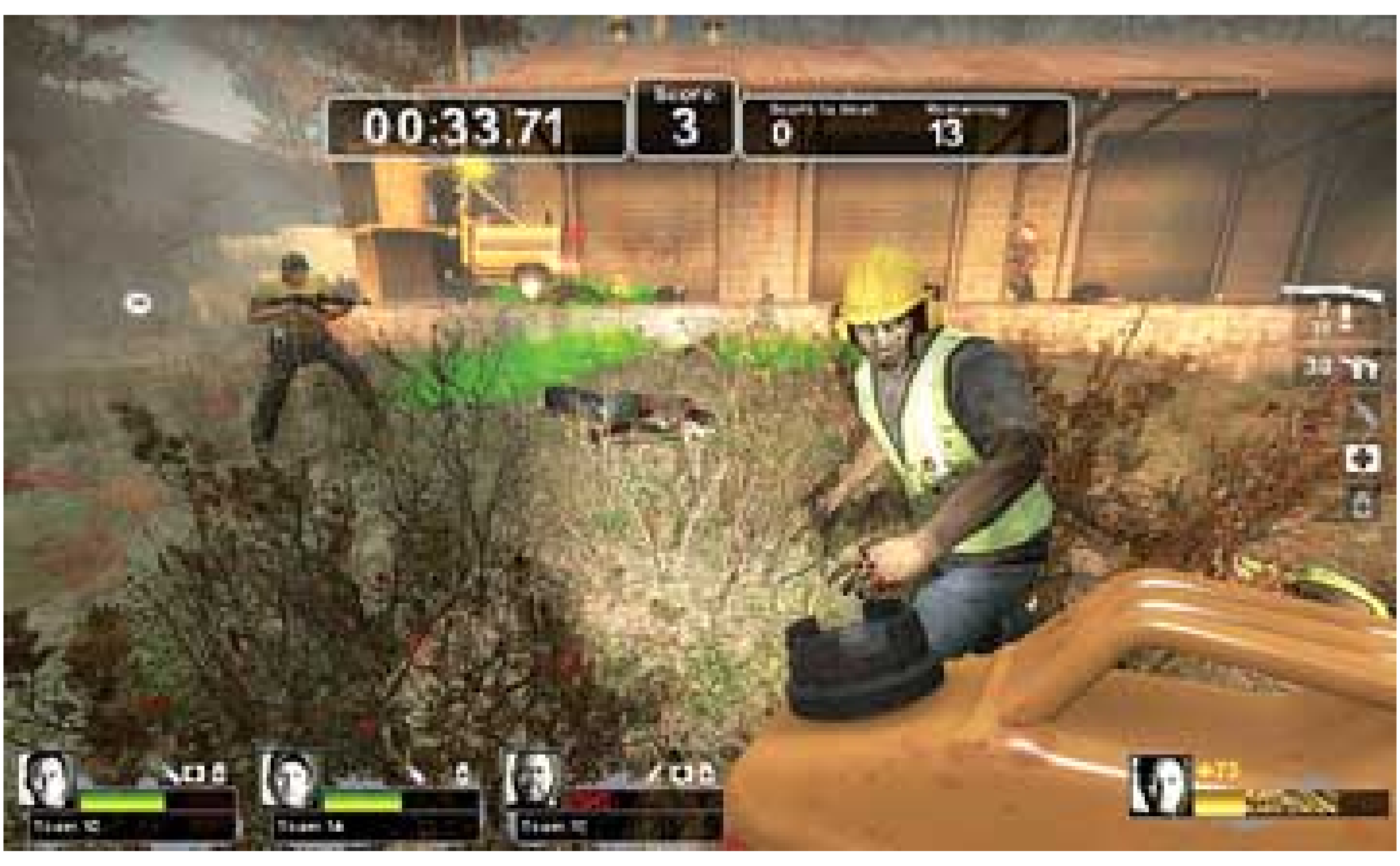
- 🟠 Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- 🟢 Stage-specific switch or trigger
- 🔴 First Aid Station
- 🟣 Possible Fuel Can Location
- 🔴 Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

The loading dock of the sugar mill, as well as Refinery 2 and the plant offer a long, reasonably thin expanse of undulating terrain with a central grassy area. The generator is at one end of the loading dock, but reaching some of the Fuel Cans requires a great deal of trekking, so moving in a group is usually the best plan for the Survivors.



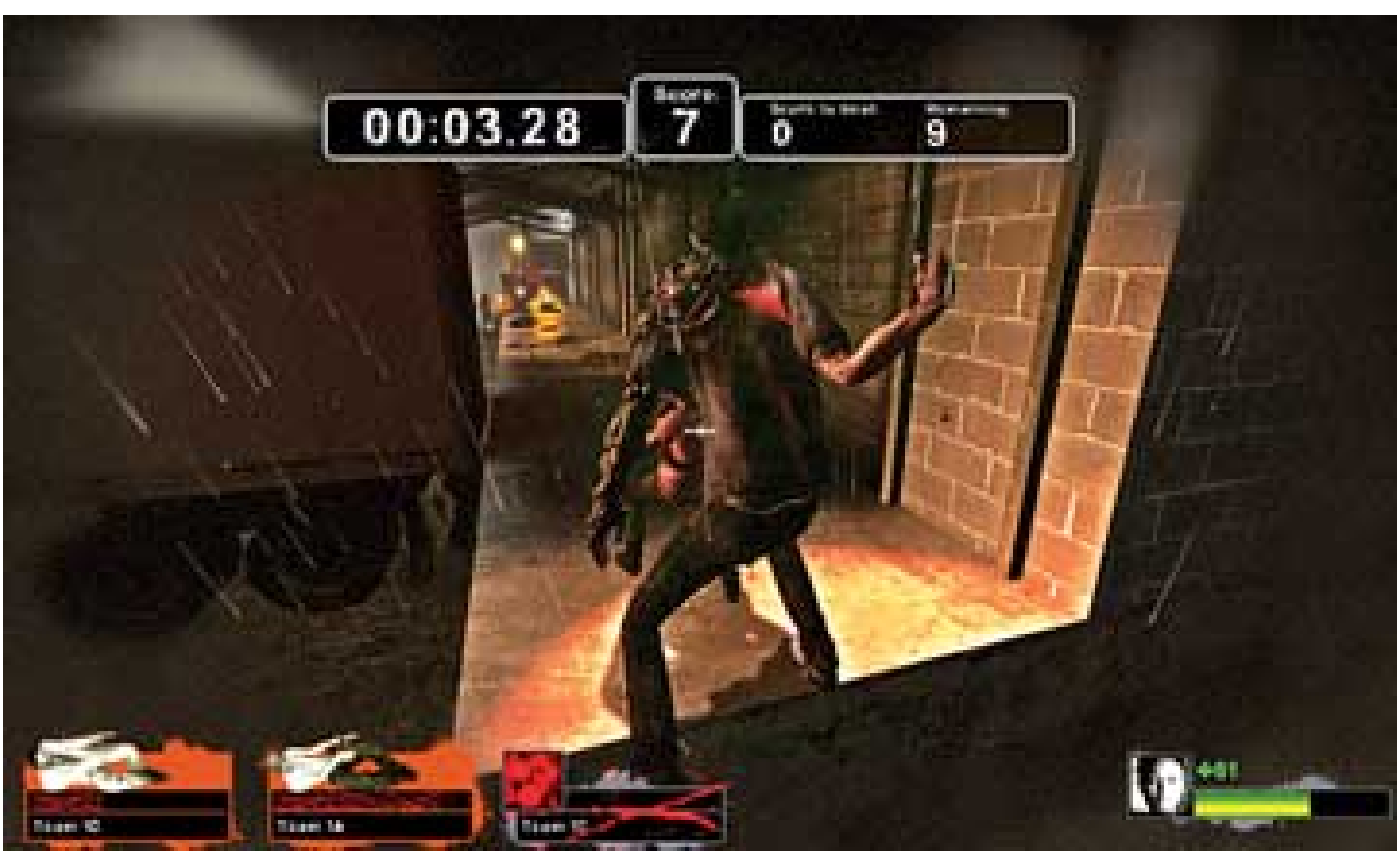
+ Take most of your team with you to secure Fuel Cans, and especially when grabbing them from locations that are high up. Gradually peel off one by one as you find each additional Can (1).



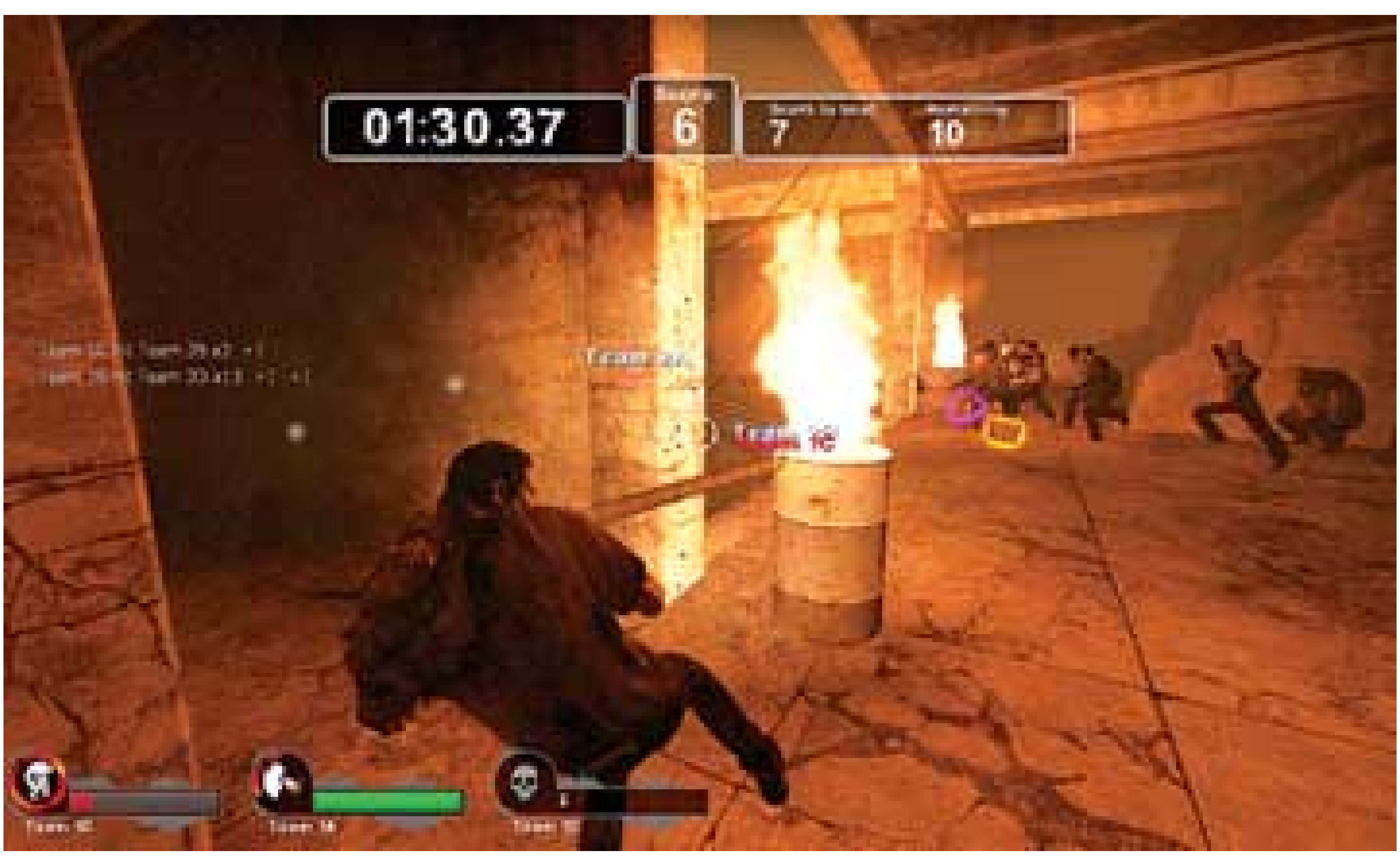
+ The grassy area around the generator (2) is large and makes spotting incoming Infected easy. Also projectiles are easy to throw accurately. Watch for attacks from behind scenery, though.

+ The hazards on this map can be easily avoided (such as the water in the grassy area), or else handled with a teammate or two (such as the dark corners of the plant).

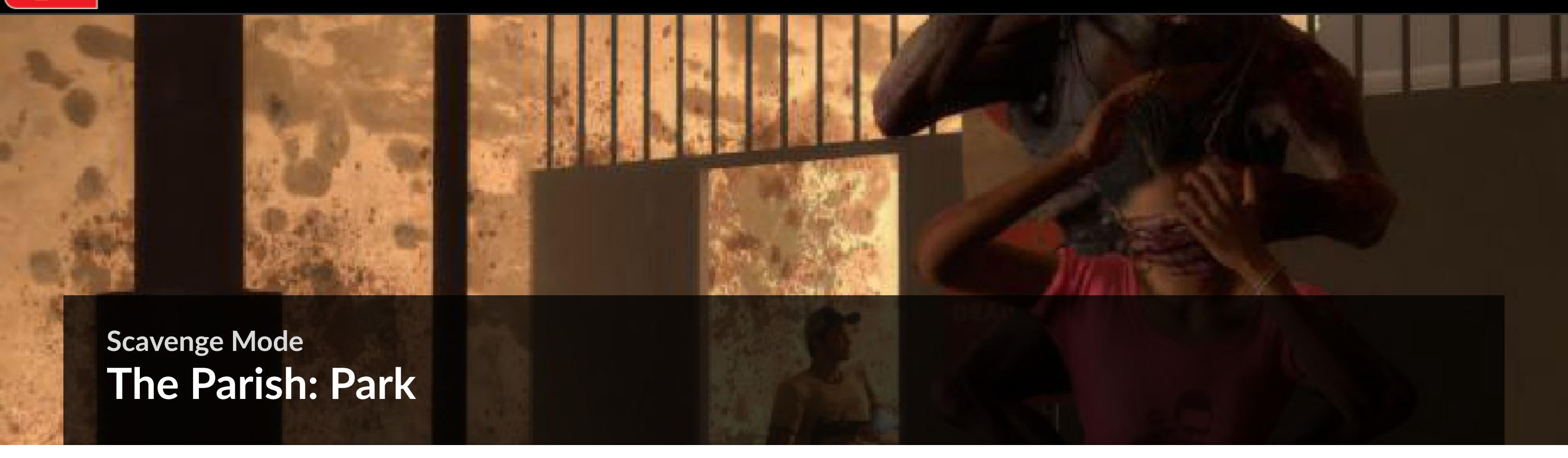
- Use your enhanced vertical movement to good effect. The roof of the loading dock above the generator is a great place from which to launch an attack, as are any high buildings.



- The sheer number of locations to hide is excellent, but simply standing at the far end of the loading dock and grabbing a foe (3) is crudely effective. Concentrate attacks at the generator.

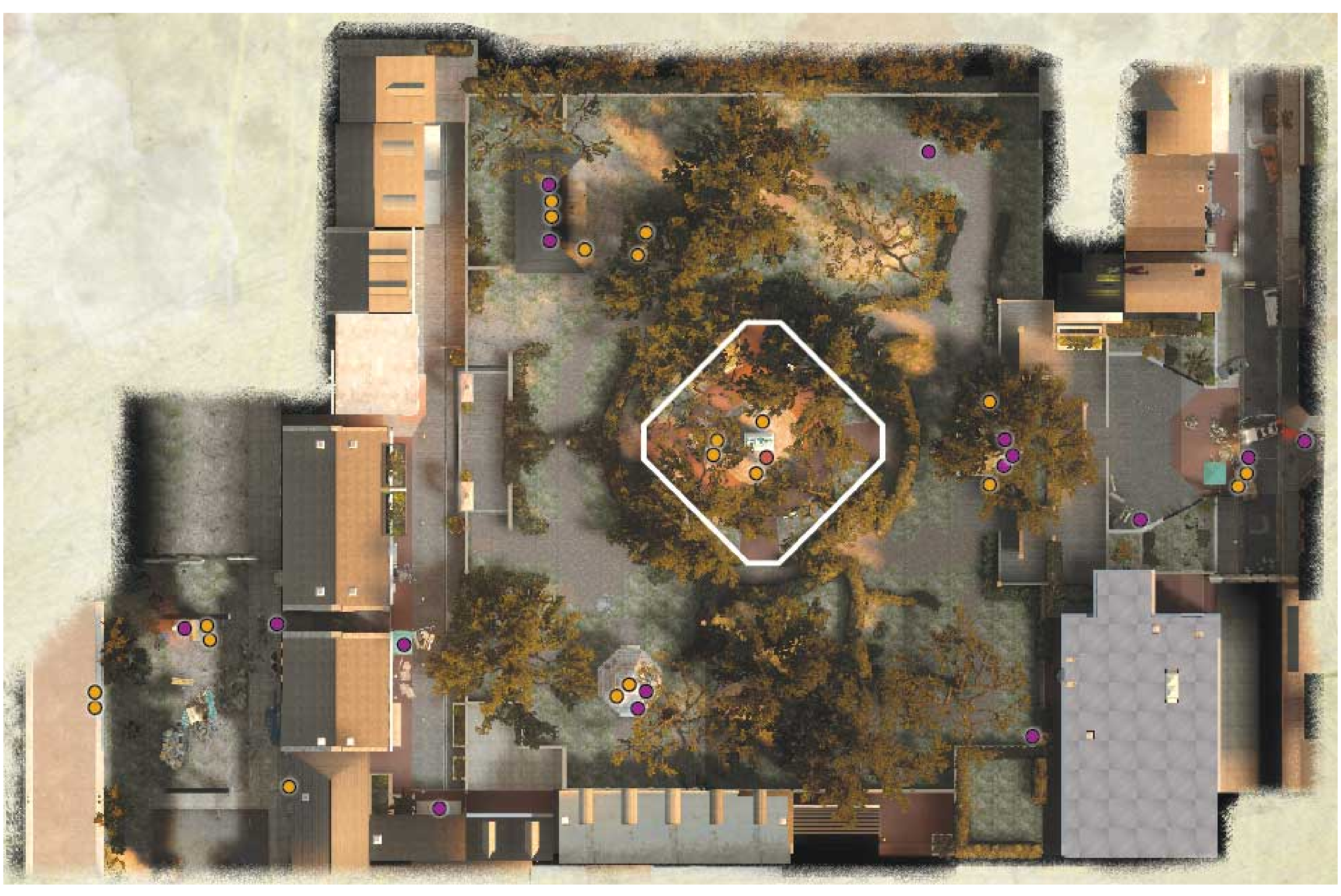


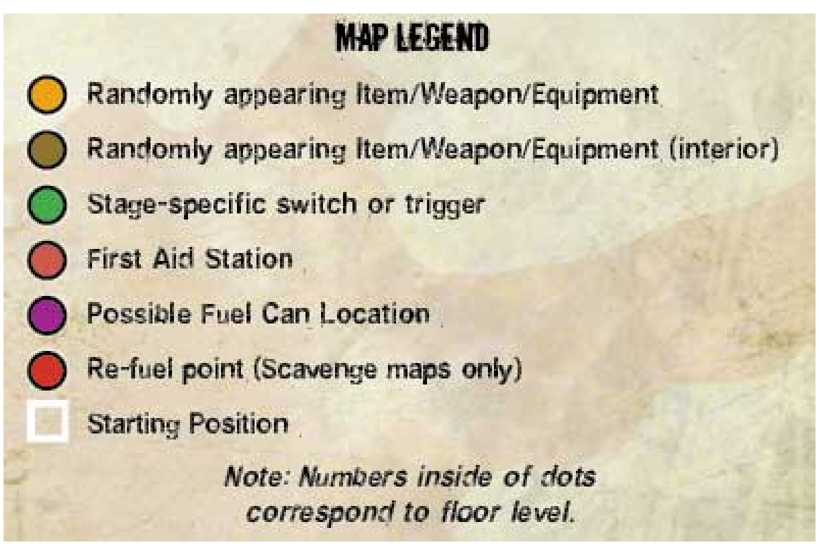
- When the humans head to gather Fuel Cans that are more difficult to reach, launch multiple attacks in either the plant or refinery, to ensure you have the numbers to overwhelm (4).



Scavenge Mode

The Parish: Park



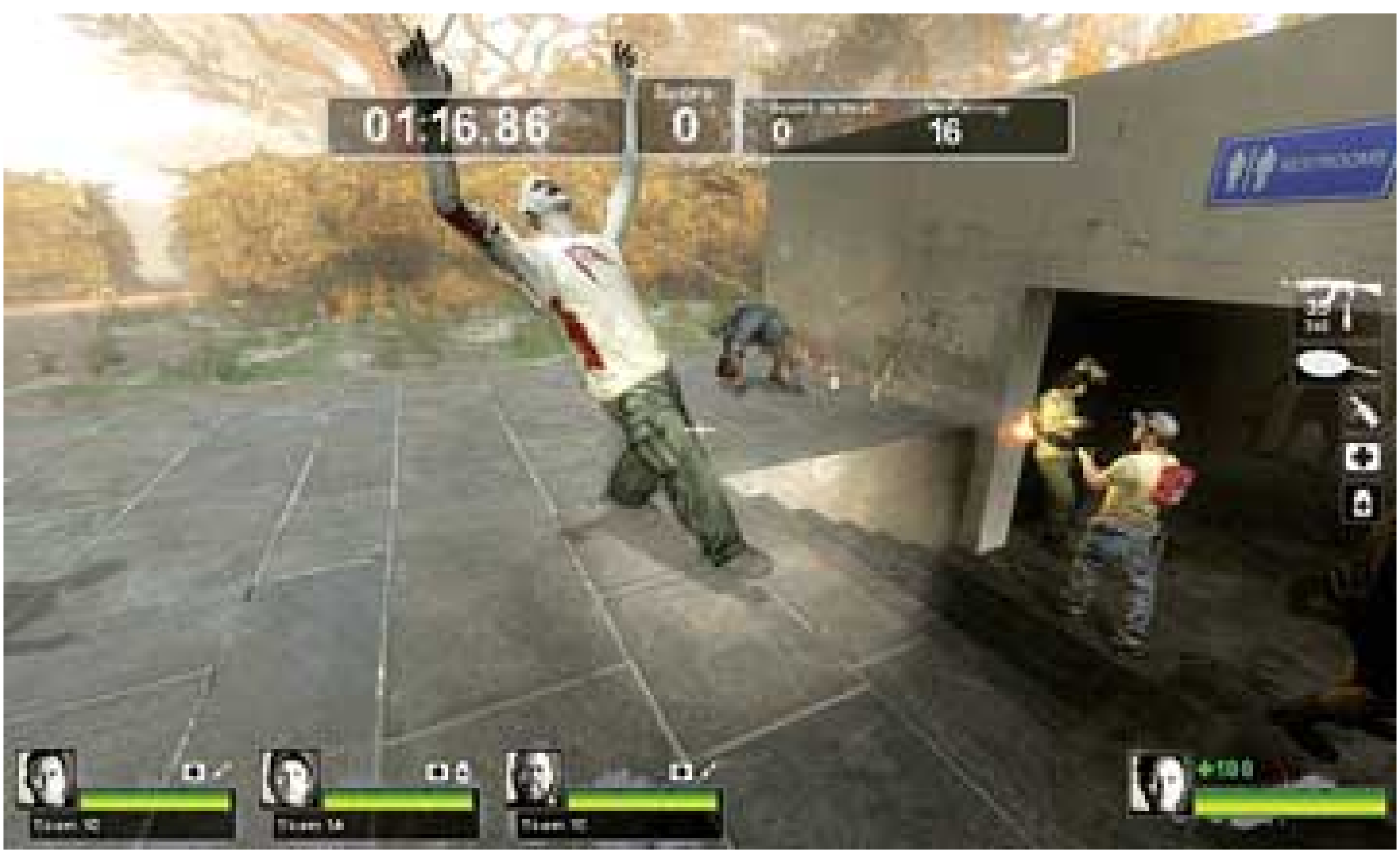


MAP LEGEND

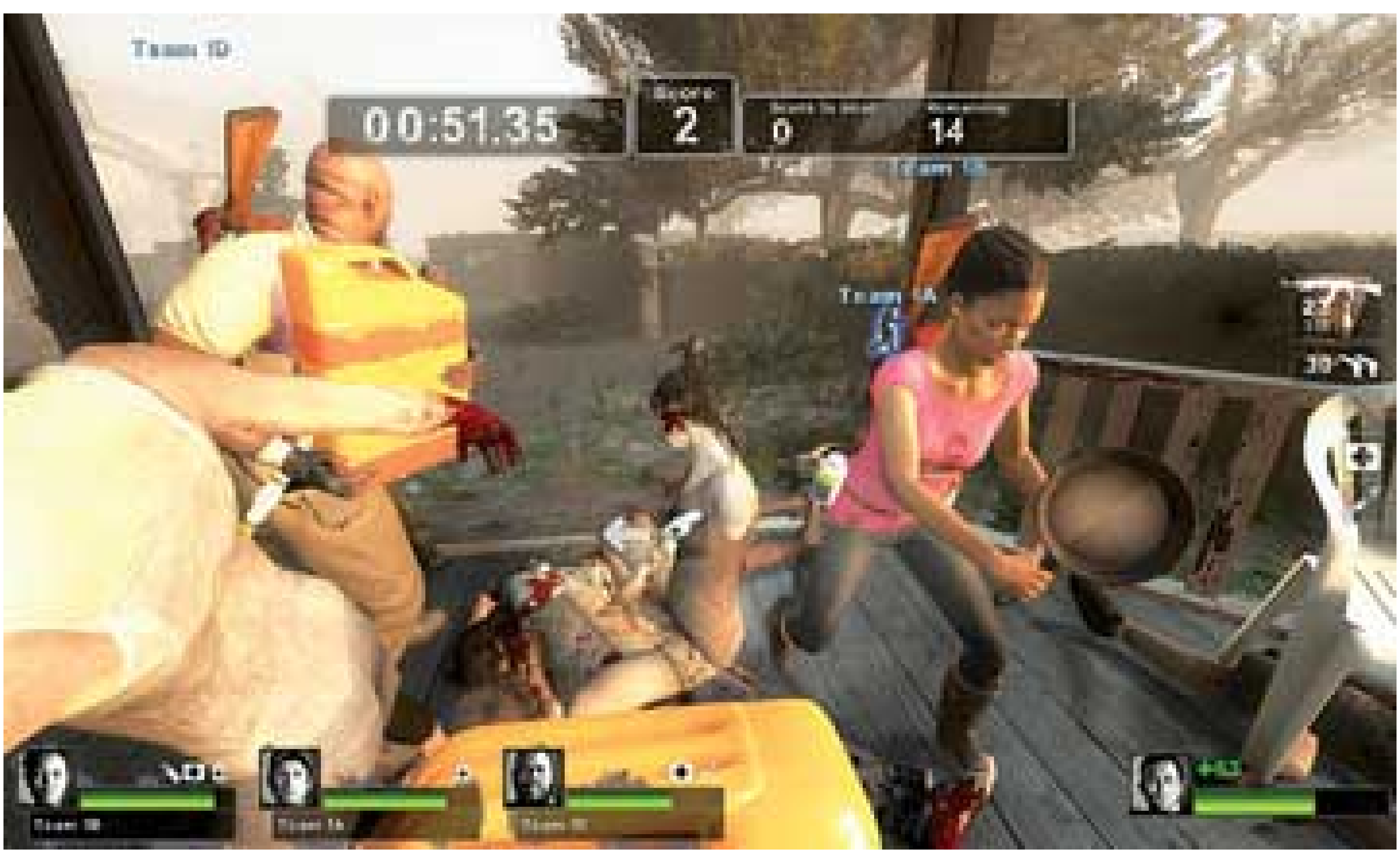
- 🟠 Randomly appearing Item/Weapon/Equipment
- 🟤 Randomly appearing Item/Weapon/Equipment (interior)
- 🟢 Stage-specific switch or trigger
- 🔴 First Aid Station
- 🟣 Possible Fuel Can Location
- 🔴 Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

The sunken brick courtyard, steps to the park entrance restrooms, and the large circular hedgerows with the riderless horse statue in the middle are all accessible in this match, along with the main restrooms and gazebo on the opposite side of the park. The generator itself is in the middle of the park, with the main cache of items.

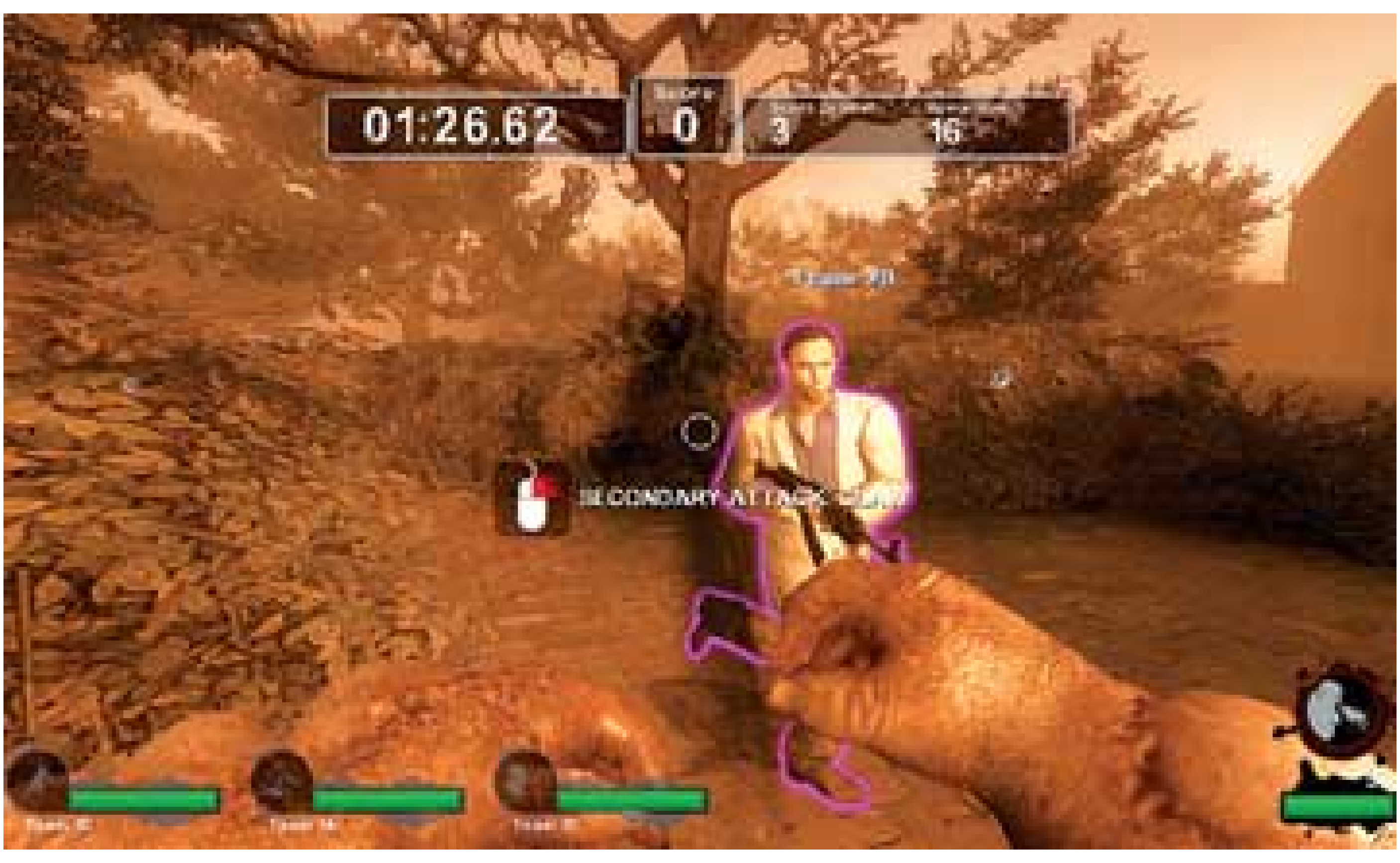


+ The stone underpass restrooms area is usually where the Survivors head to first (1), as there's usually a cluster of Cans here. However, vary this by moving in a different direction so the Infected are caught off guard.

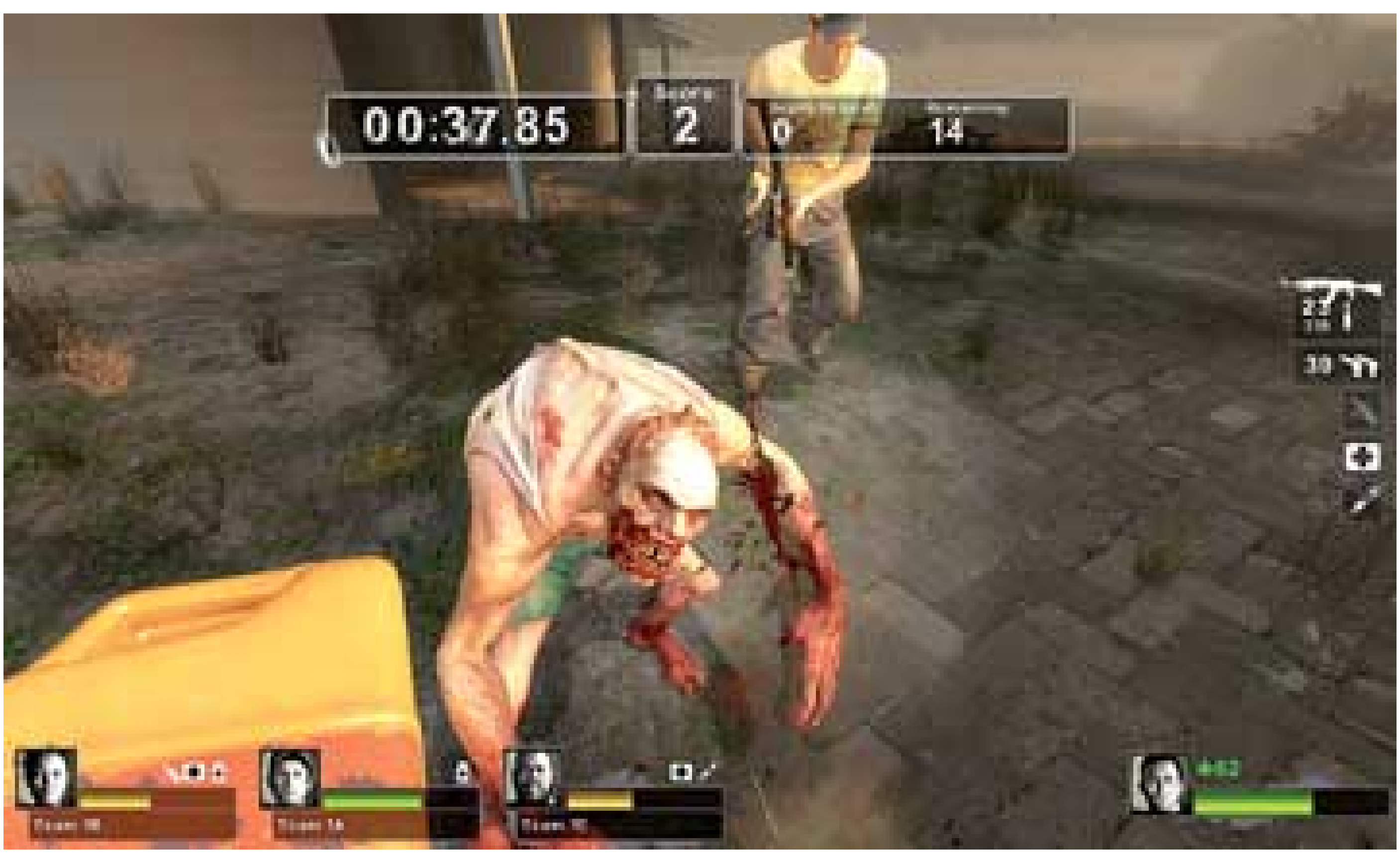


+ Keeping together as a team of four, knowing the exact Fuel Can you're heading to next. But taking different routes to get there hinders a concentrated Infected retaliation (2). Mix it up so you're not predictable.

+ Fake out these fiends by heading into the maze and doubling back, or by lobbing the Fuel Can over the hedge to a waiting friend for a later pickup.

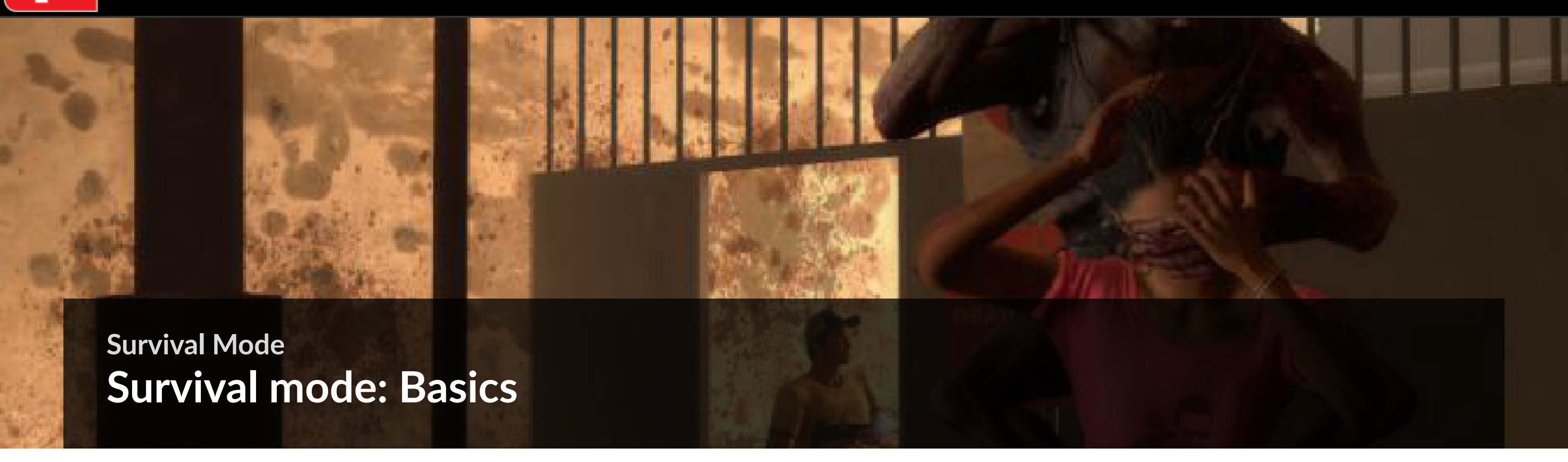


- This is an ambush paradise for the Infected, as you can hide behind hedgerows or trees and then pop out and grab or savage your victim (3).



- Try this plan in three additional locations: where the humans head out of the main restrooms (4), where they move around the hedge maze, or where they head to the gazebo.

- Hedge your bets, so to speak, and look for the largest concentration of easily accessible Fuel Cans. Group your attacks there.

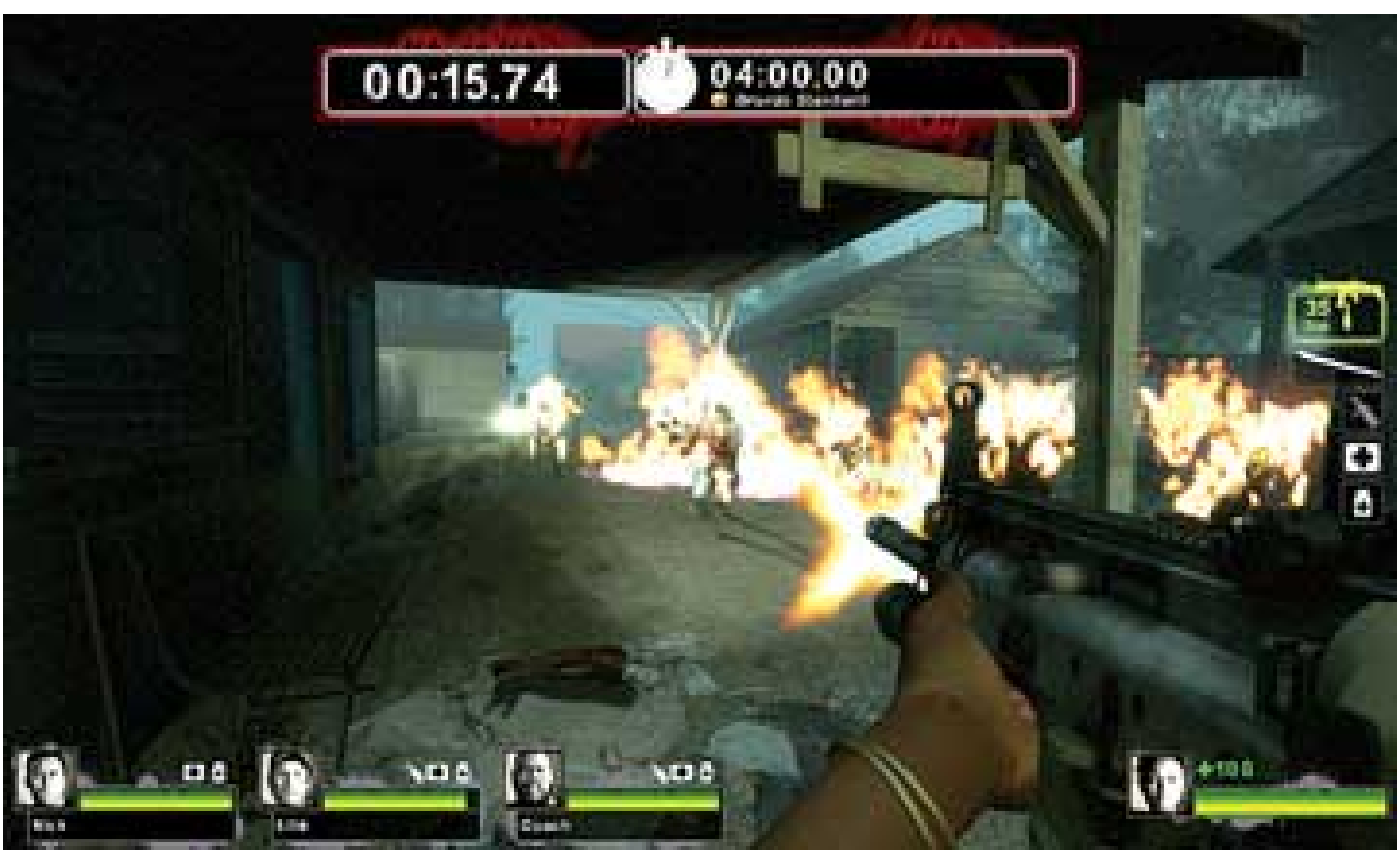


Survival mode: Basics

Instinct and Accuracy: Survival Basics

Note

Almost all of the general tactics detailed in the first sections of this guide, and the specific tactics shown during the Walkthrough, apply to both Scavenge and Survival matches. For exhaustive tactical knowledge, consult the rest of this guide, too!



Blocking enemy routes is a sign of good planning. Fight Infected fury with fire.

The following is a brief overview of Survival mode, which pits a team of four Survivors against the relentless Horde of Common, Uncommon, and Special Infected. This game mode is played with up to four human players. The Infected are always computer-controlled.

The odds aren't in your favor; in fact, as long as you understand that you'll eventually die at the hands of the putrid masses, you can figure out how to survive for as long as possible. This is achieved by playing repeated Survival matches and heeding the advice on the following pages.

In every match, there are certain elements that are constant:

1. You begin in a section of the map that usually has many items: ranged and Melee Weapons, Belt and Backpack Items, and additional ammunition. Remember, however, that items are distributed randomly.

2. In addition, there are usually explosive items (Fuel Cans and Propane Tanks). You should place them in the middle of the ground where the largest mass of enemies streams in from. Do this before the match starts.

3. Look for a radio, switch, or other device to activate: This begins the Match, but don't start it yet! Instead, completely scour the map for additional supplies, throwing down items like Fuel Cans to further bolster your defenses. Be sure your entire team knows where there's extra items in case the action takes you to that location.

4. Once the entire team is completely familiar with the map, and you've verbally agreed to a game plan, switch on the radio. Let the mayhem begin!

5. You are attacked continuously, with no respite, by Hordes of Common Infected that appear in waves. In addition, expect multiple and frequent attacks (sometimes simultaneous attacks) from Special Infected.

6. This combat continues until your entire team falls. The number of minutes you survive is clocked, and the match ends. A medal is awarded, depending on how long your team lasted:

Medal Type	Time Survived
Sub-Standard	00.00.01-03:59.99
Bronze Standard	04.00.00-06:59.99
Silver Standard	07.00.00-09:59.99
Gold Standard	10.00.00+

Seek the Gold Medal standard to prove that your Survival prowess is impressive. Anything less is considered pitiful!

Heed the following general advice to strive for the Gold Standard:

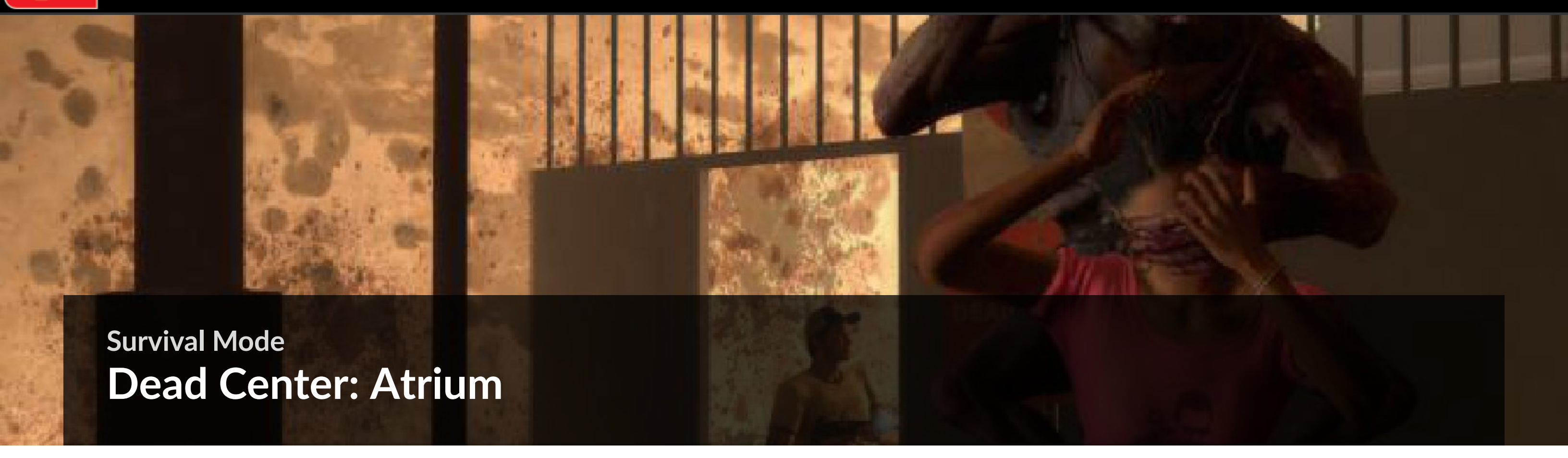
- Tool up with the very best weapons for the job; as you're under constant threats from charging foes, close-combat weapons (such as Shotguns), coupled with a Melee Weapon is considered advantageous over sniper or scoped rifles.
- Adrenaline or Pain Pills? If you need to heal and revive other players faster, Adrenaline is the way to go.
- Before the round starts, double-check the map doesn't have enhanced ammunition of some kind; it is always much better to blast foes with incendiary or explosive rounds than normal bullets. Make sure all of your team loads up with this power-up.
- Locate major caches, and stay close to them. Many matches are lost attempting to return to grab an item, and not making it.
- Study Scavenge Mode for Infected wall runs, so you know where Special Infected may ambush or appear from.
- You should be well aware of the different attacks you can expect, and how to deal with them. The Survivors and Infected chapter details this. Read the Weapons and Equipment chapter too.
- Staying together has never been this important, if your team can remain within 20 feet of each other and not wander off, they can tackle larger or numerous foes together, instead of failing separately.
- The scenery is important; judge the locations (such as tables, vehicles, or pillars) you can use to dodge or waylay foes, or climb and hold out against the overwhelming odds.
- Consistent matches allow you to learn where the majority of the foes are rushing in from. If you can blanket that area with fire or projectiles, you can concentrate on other areas.
- Height is just as important as depth in your fighting; look for foes dropping down from above, but also climb to areas above if you wish, as foes take longer to reach you. Unfortunately, this is usually at the expense of accessing additional supplies.
- Being attacked from all angles is a nightmare. Pressing your backs against a wall, although not offering you as much movement potential, lessens rear ambushes, and the fighting plays out like a bad dream.
- A dead-end might seem like a death sentence, but if you can find a place where the Infected have to enter a narrow space to reach you, such as the gate to the helipad on the Bridge map, you can survive for a while. Until you run out of ammunition in fact.

Survival Achievements

Icon	Name	Description
	Beat the Rush	In a Survival match, get a medal only using Melee Weapons.

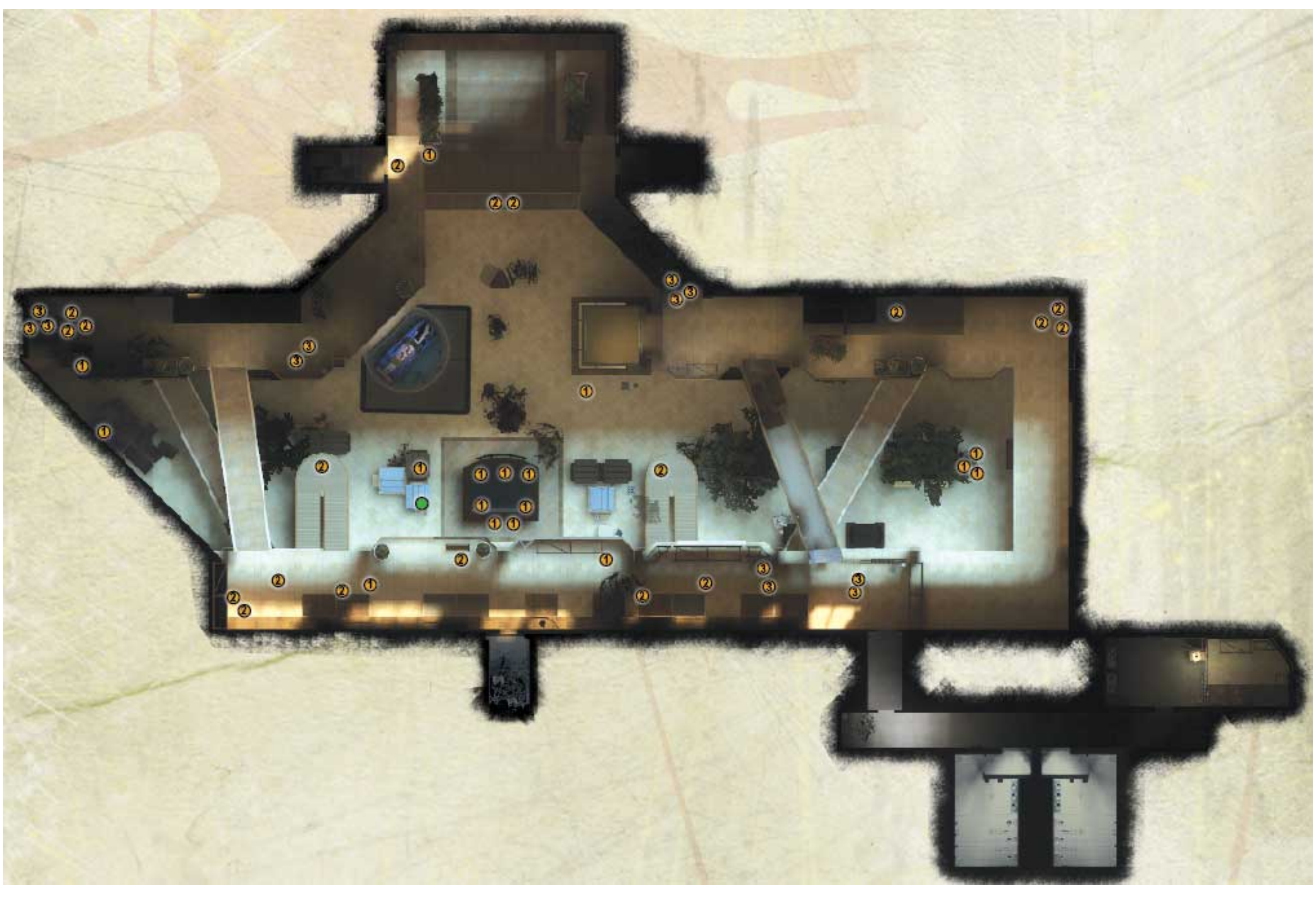
Note

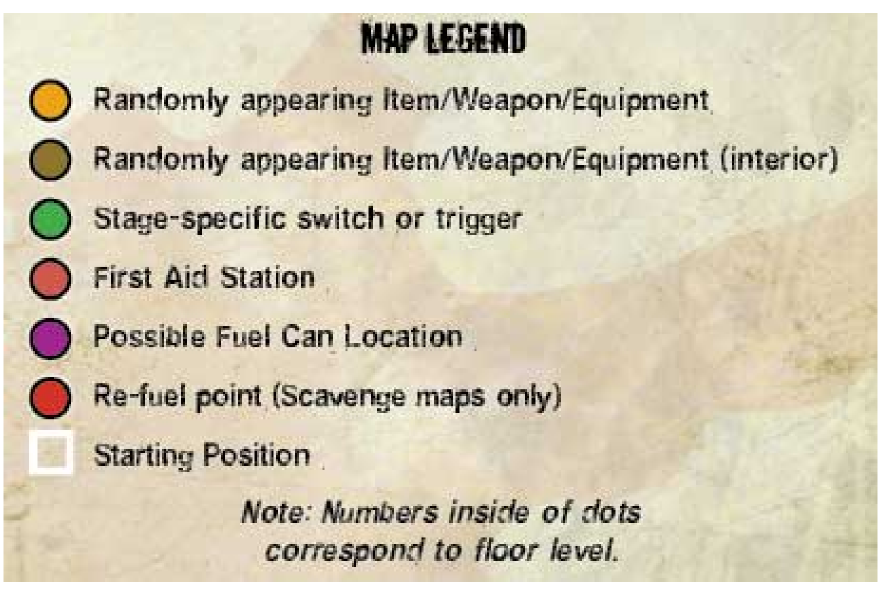
Due to the random nature of the A.I. Director's whim, the placement of items on the following maps isn't completely exact. Sometimes an item is there. Sometimes it is not. But be prepared to scour a ten-foot area around the item icon; as the dot shows the general location of an item, or multiple items.



Survival Mode

Dead Center: Atrium



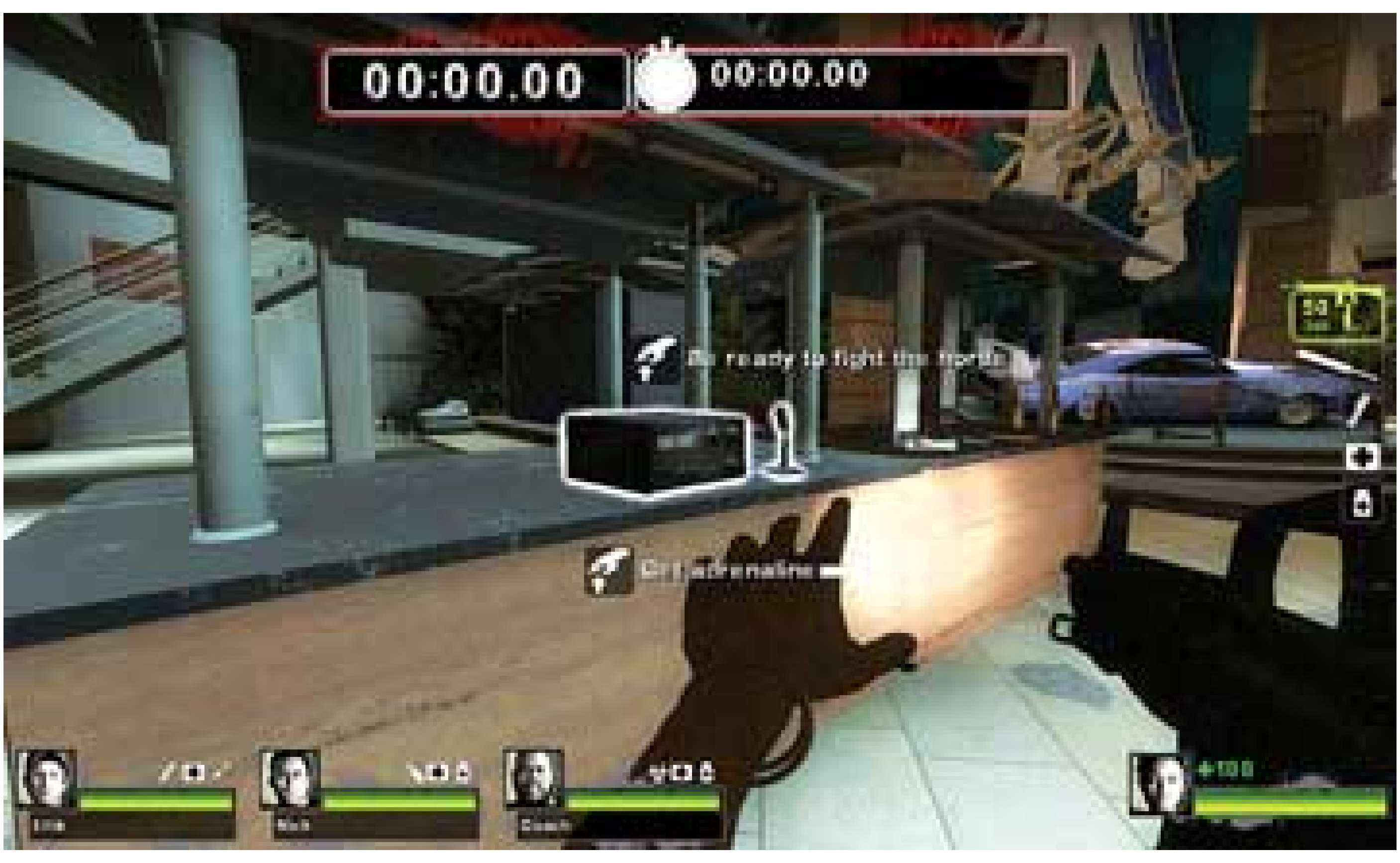


MAP LEGEND

- 🟧 Randomly appearing Item/Weapon/Equipment
- 🟫 Randomly appearing Item/Weapon/Equipment (interior)
- 🟩 Stage-specific switch or trigger
- 🟥 First Aid Station
- 🟪 Possible Fuel Can Location
- 🔴 Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

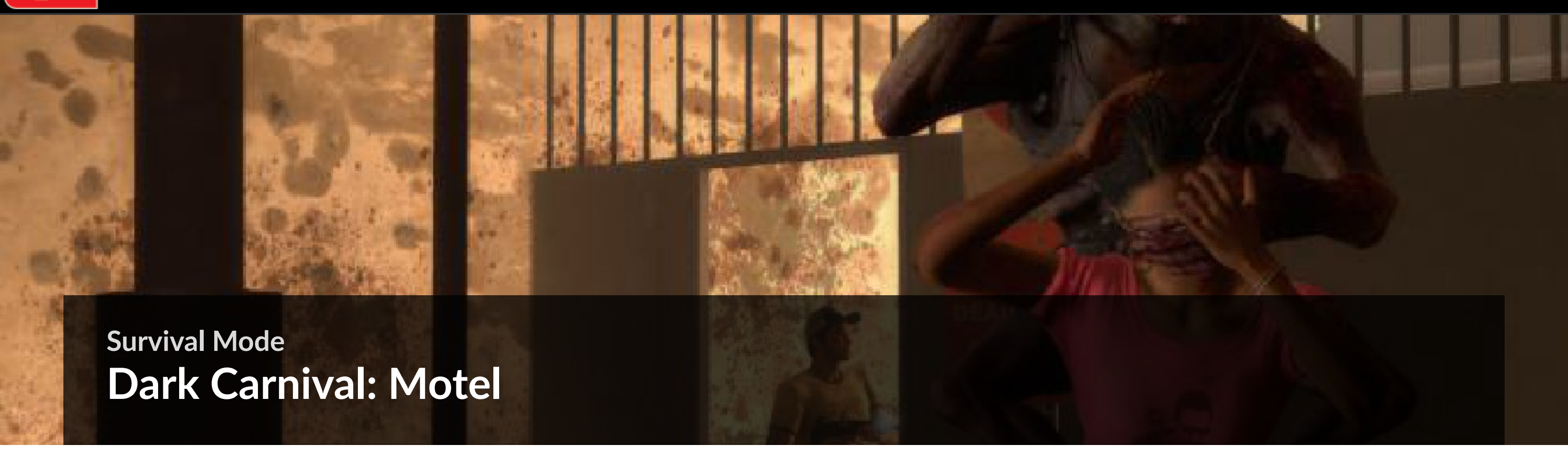
A familiar location to anyone who's filled up Jimmy Gibbs Jr.'s car, this Atrium features an expansive ground floor with an information kiosk that holds most of the items, and a nearby counter with the radio. Two more floors are accessed via staircases. Balconies stretch all around the main area of fighting, which is down below.



Flick on the radio close to the information kiosk (1), and then begin the fight in the atrium ground floor (2).

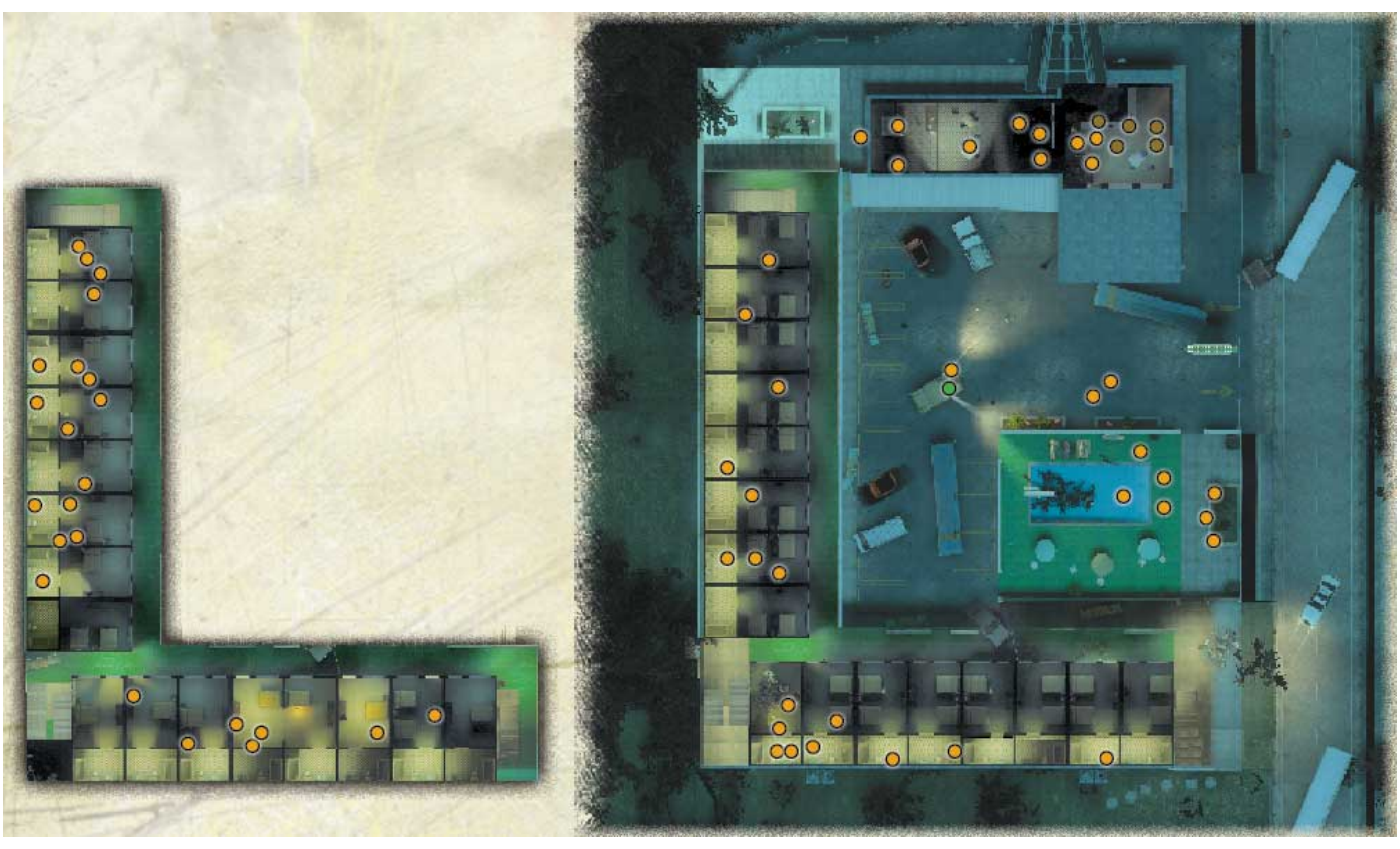
The upper balconies are an excellent place to dash to; they offer a couple of excellent shortcuts via the glass floors you can break and drop through, and gaps where you can jump down and move around the kiosk roof.

But the main cache of items and weaponry is near the Blue 22 car, so return here. Lay down a blanket of fire or other projectile weapons to nullify attacks in one direction (3), then concentrate on foes streaming in from the ground and above. Pay particular attention to ambushes from balconies. Finally, strafe around the ground structures to help avoid attacks (4).



Survival Mode

Dark Carnival: Motel



MAP LEGEND

- ● Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- ● Stage-specific switch or trigger
- ● First Aid Station
- ● Possible Fuel Can Location
- ● Re-fuel point (Scavenge maps only)
- ☐ Starting Position

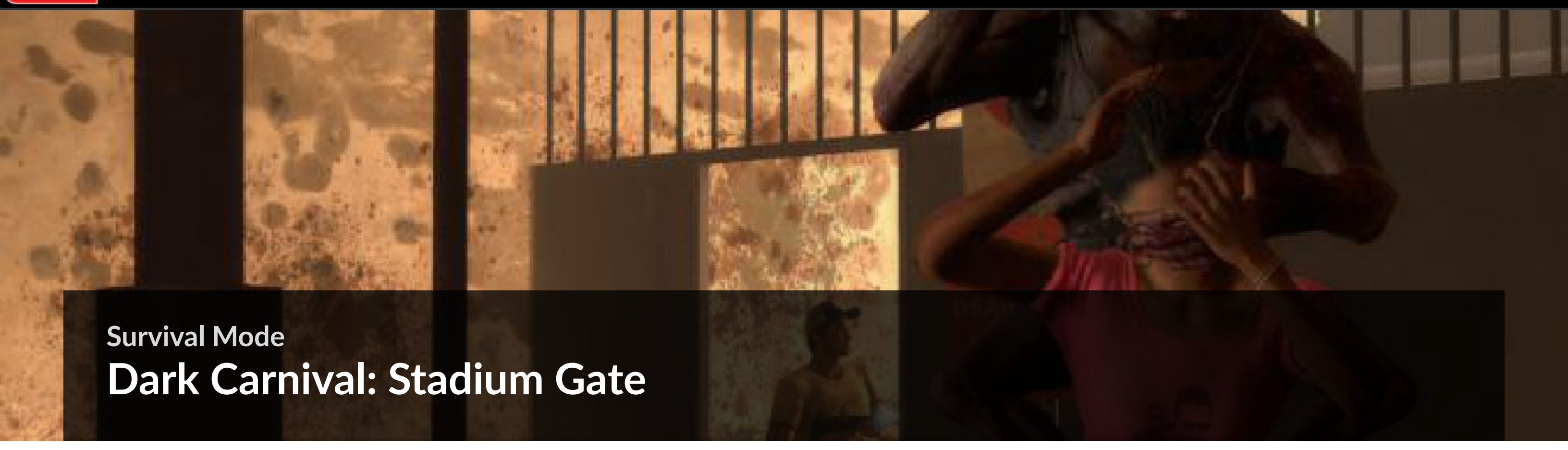
Note: Numbers inside of dots correspond to floor level.

This is a large, flat motel parking lot with a main office and motel rooms. The stairwells and rooms, and the roof of the office, are also accessible. The entire motel area is fenced in, and the billboard sign behind the office cannot be climbed. The radio to begin the Survival match is on the military vehicle in the middle of the parking lot.

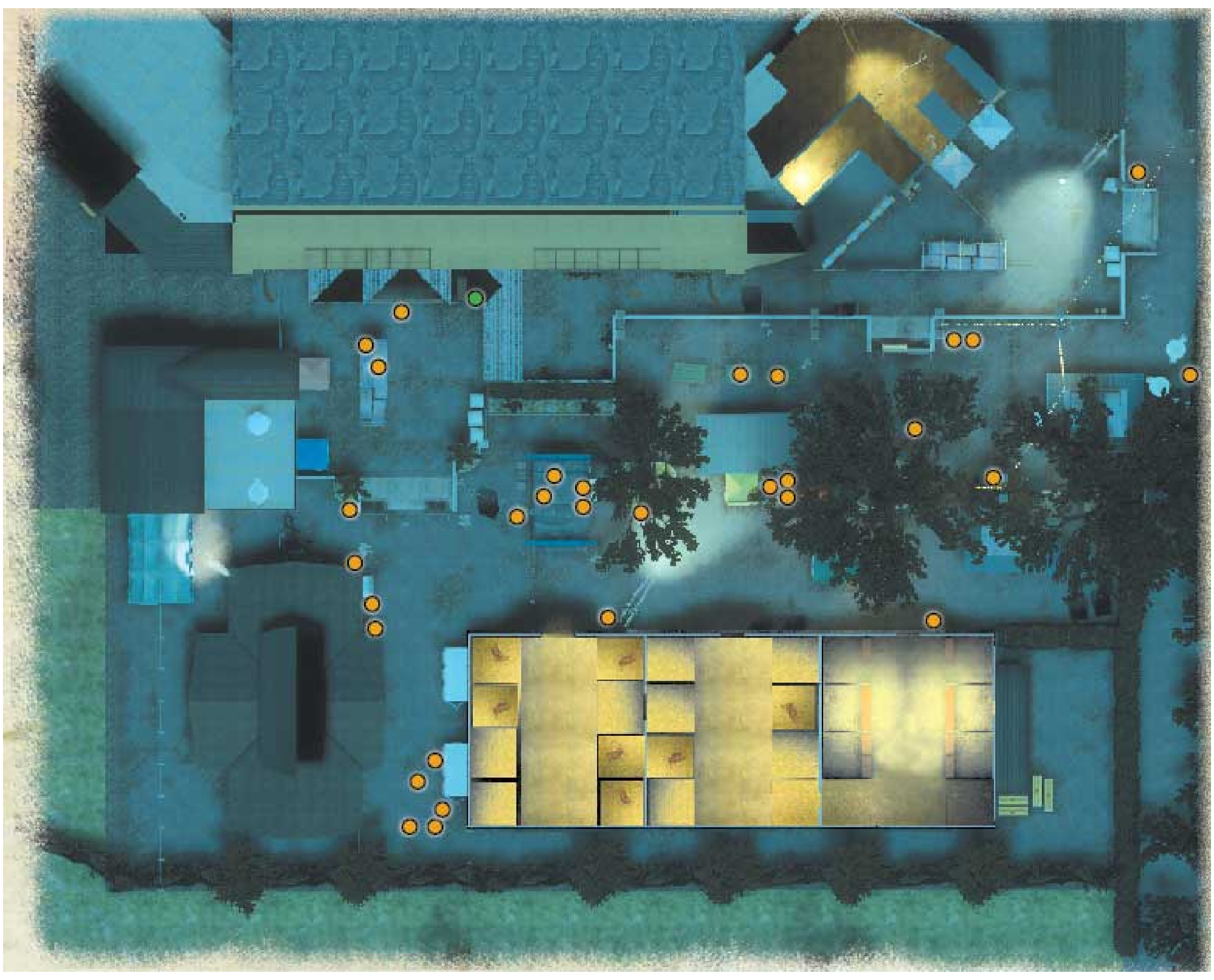
The swimming pool (1) is a popular place to try and defend, but only if you watch the gaps in the walls and don't get swarmed in the deep end. The parking lot (2) allows you to strafe around most Special Infected, but you're also terribly exposed and easily targeted.

The office (3) enables you to hole up and blast through windows, but you have limited escape options. You can try grouping together near an exterior fence so enemies mainly attack you from the front.

The same plan can also be used if you decide to use the upstairs balconies, although there is difficult to avoid Charger and Spitter attacks. Lurking near the buses is unsafe, as you lack maneuverability and foes can easily ambush you.



Dark Carnival: Stadium Gate



MAP LEGEND

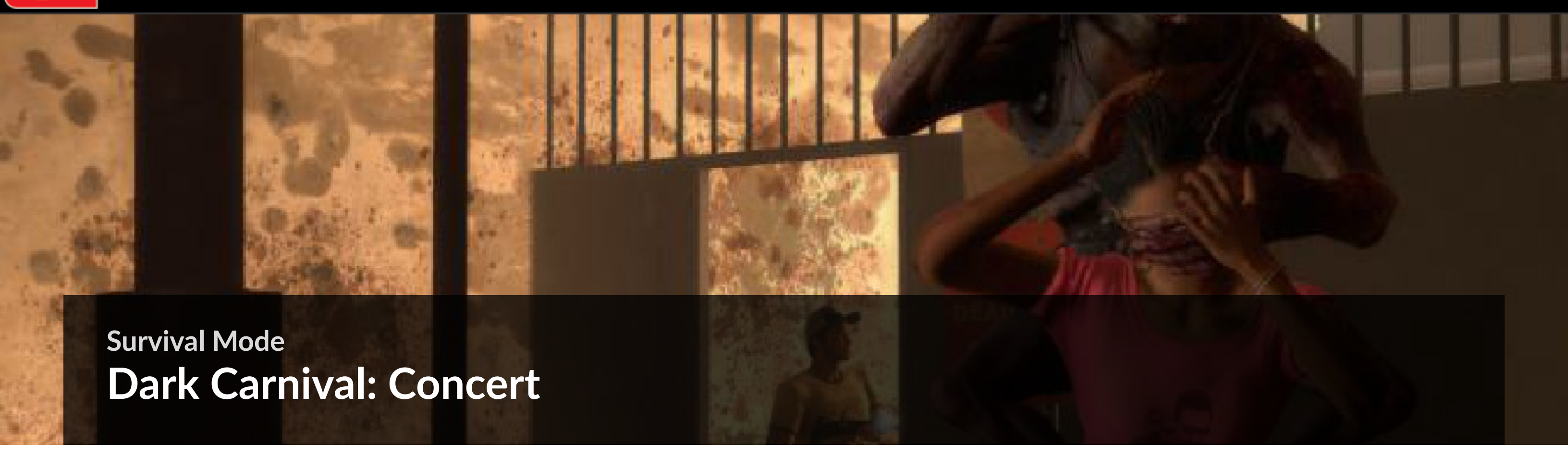
- ● Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- ● Stage-specific switch or trigger
- ● First Aid Station
- ● Possible Fuel Can Location
- ● Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

You begin at the far end of the ground near the barns roof, with ladder access up onto the rooftop itself and a tarmac pathway down some steps to a switch that begins the Survival Match. Nearby is scaffolding. The largest expanse of open ground is near the collection of barker huts and kiosks adjacent to the barns, where large oak trees grow and there is more space to move.

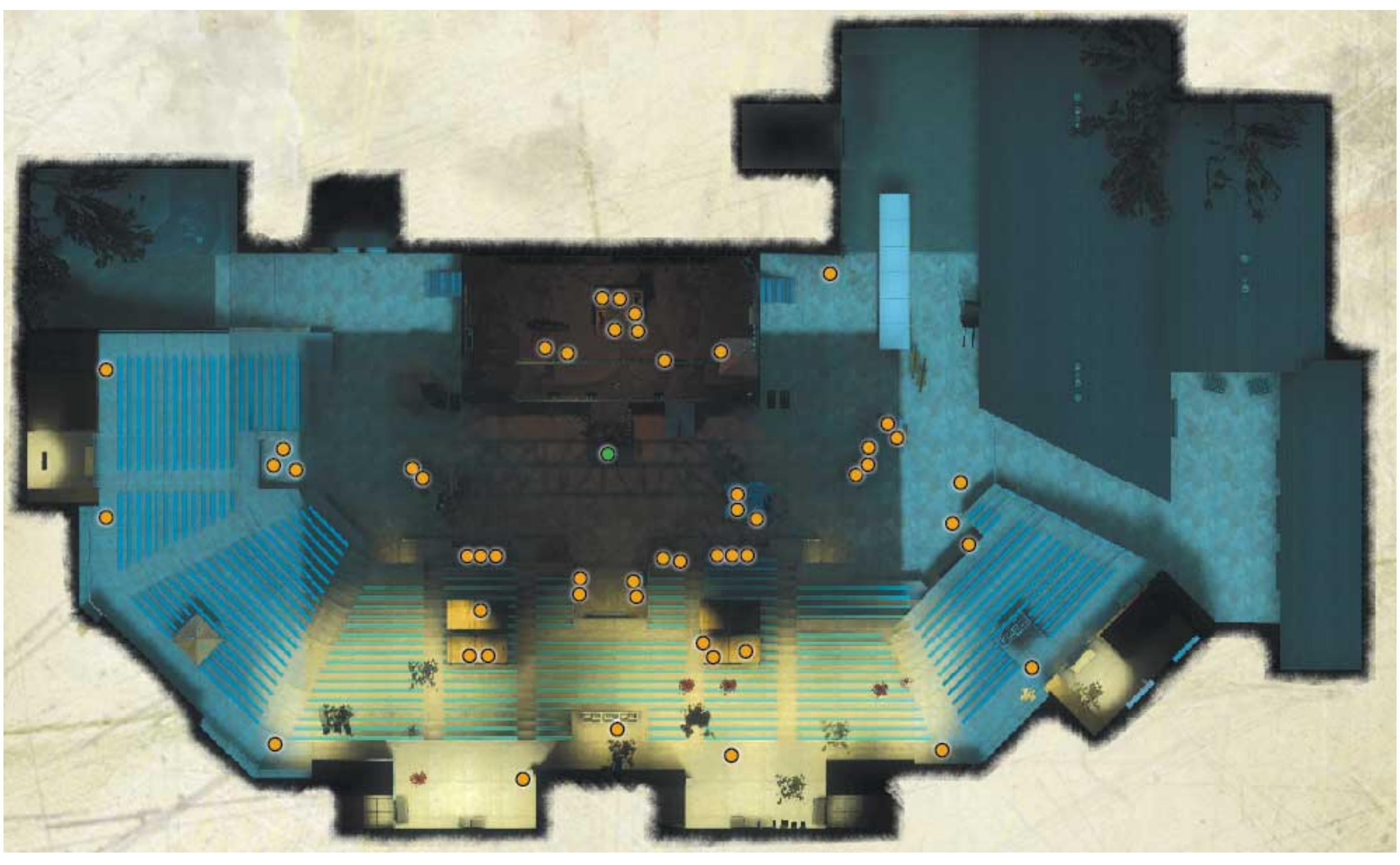
Although the roof of the barns (accessed via a ladder) and the sunken turnstiles area (where the lever is to begin the match) are both possible places to hold out, the roof is very dangerous because Special Infected can carry you well away from your friends and drop you off the roof, causing nasty damage.

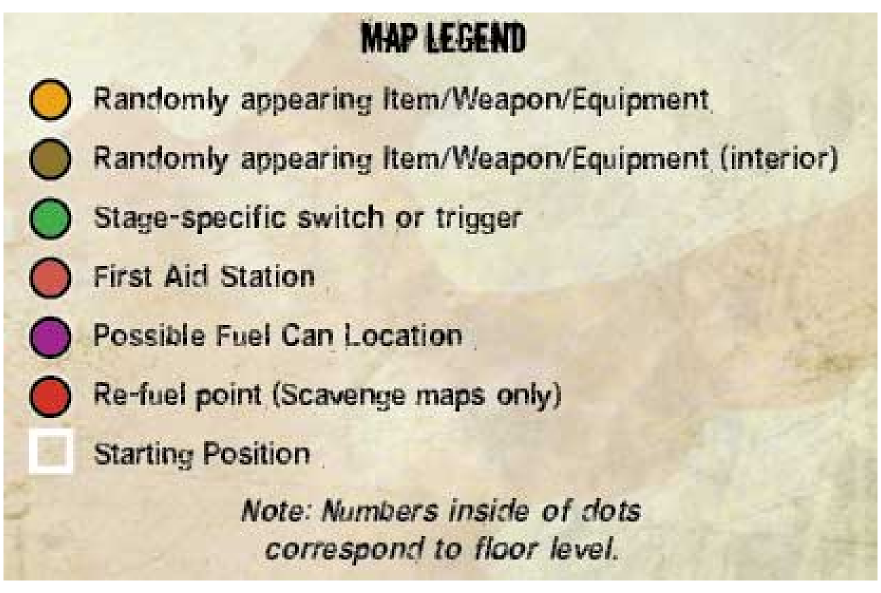
The turnstiles area is just too compact to survive there for long, although standing on the scaffold back-to-back is the best bet if you want to try. The usual location to make your stand is the barker hut courtyard. Lay down suppressing fire and projectiles by the kiosk (1) to stop incoming foes and use the open area nearby (2) for strafing and rescuing friends carried off by the enemy.



Survival Mode

Dark Carnival: Concert





MAP LEGEND

- ● Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- ● Stage-specific switch or trigger
- ● First Aid Station
- ● Possible Fuel Can Location
- ● Re-fuel point (Scavenge maps only)
- ☐ Starting Position

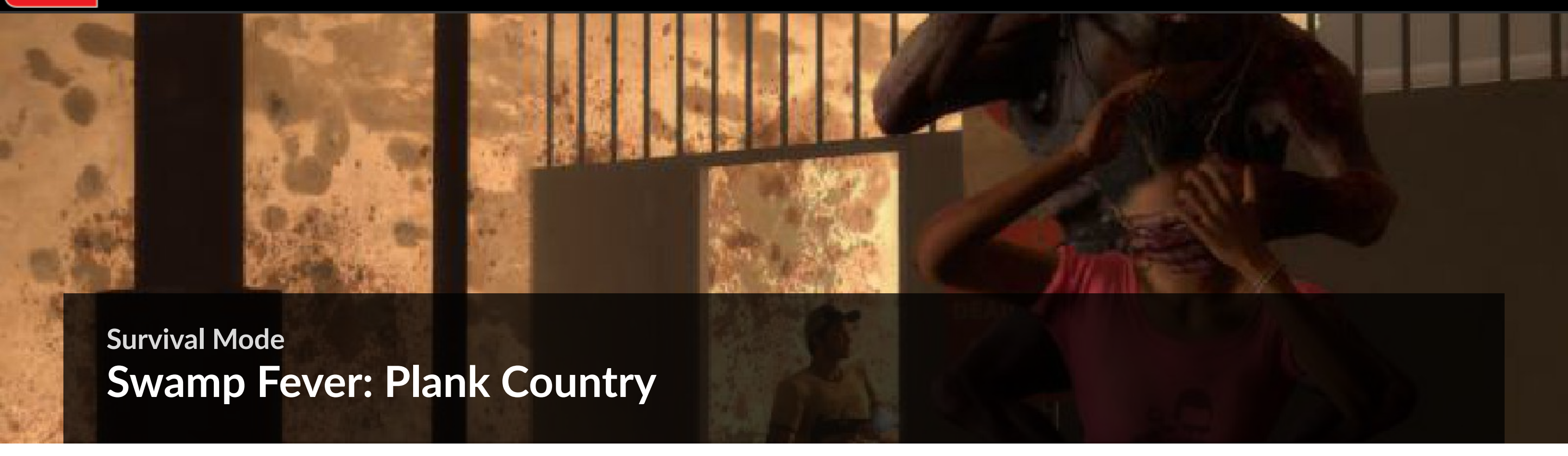
Note: Numbers inside of dots correspond to floor level.

Fight from the center stage of the concert arena, learn the various weapon cache locations and entrances on the stage, and starting the rock concert by checking the microphone at the front of the stage. Although there's no helicopter to save you, check the Dark Carnival chapter for more ways to slay your foes as you turn it up to eleven.

Begin by learning the entrances that the Infected are likely to funnel through (to the left (1) and right (2), sometimes along the left and right sides, and also from the front (3).

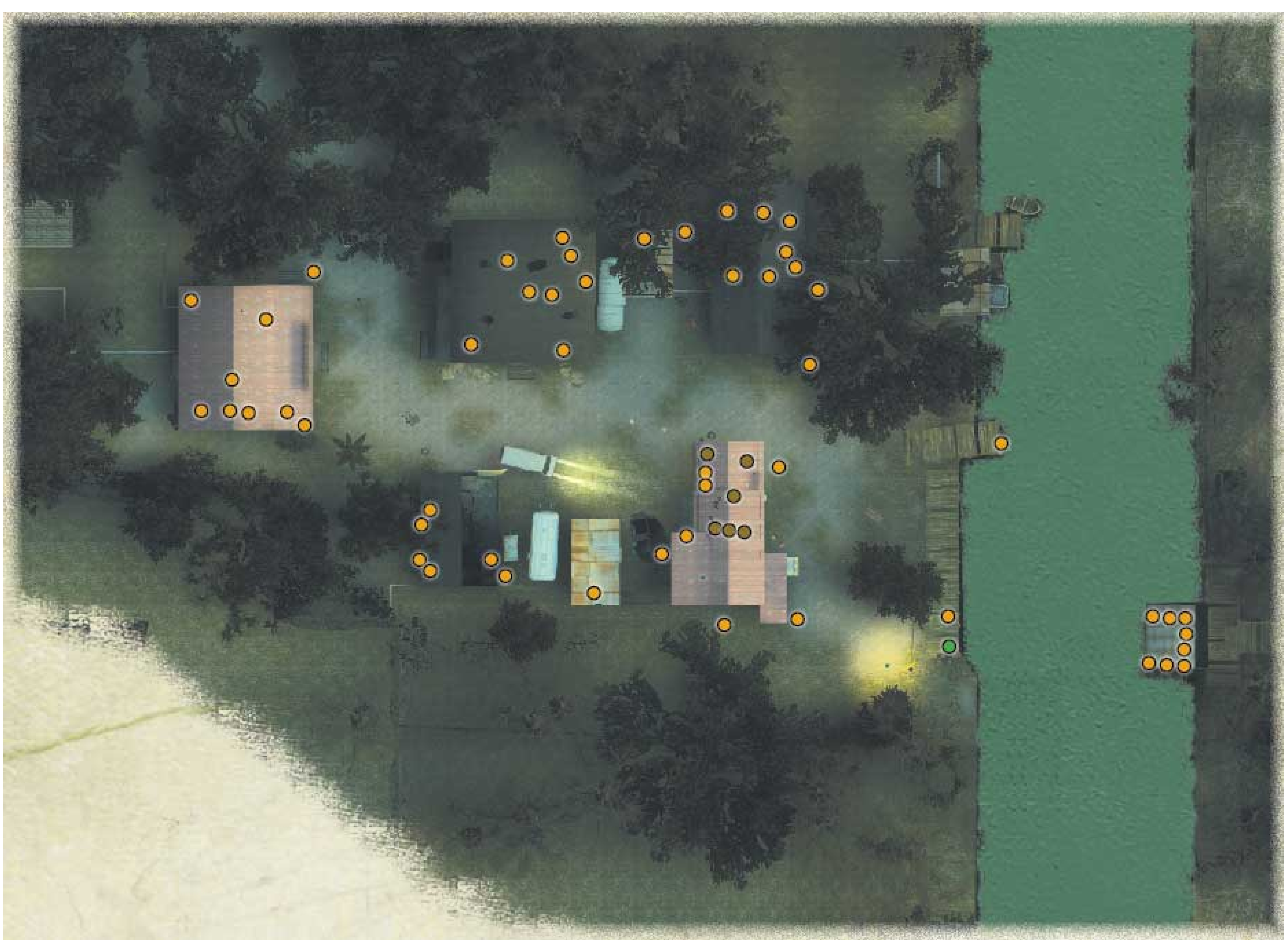
After dropping an explosive object to waylay these foes, start the match and stay on the stage during all but the most horrific battles (flee the area if a Tank (4) is becoming too much to handle).

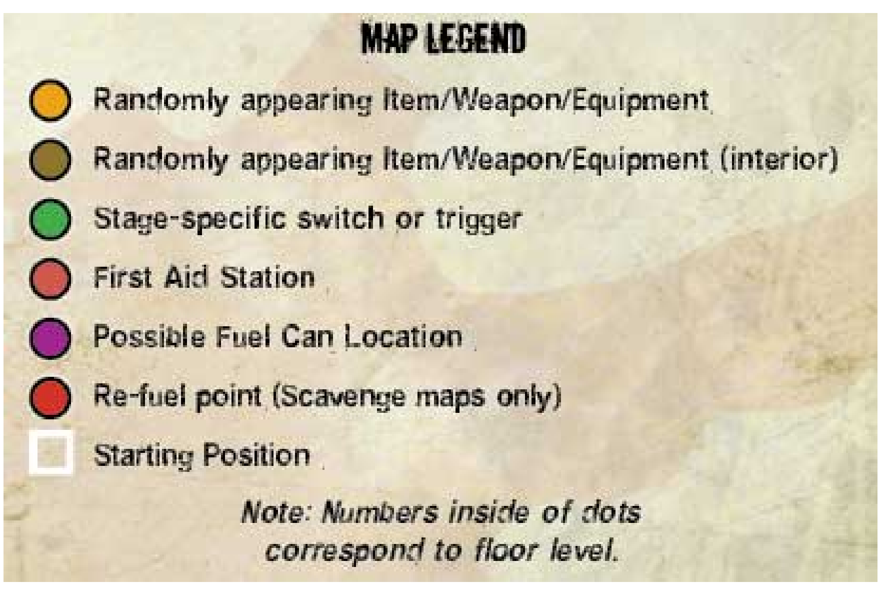
As the stage is wide enough for strafing and remaining apart, but close enough so that you can easily rescue or provide supporting fire, it is the place to be. The stands and small scaffold platforms are an option, but your main cache is on the stage. Don't forget to use projectiles to halt foes before they reach the stage itself.



Survival Mode

Swamp Fever: Plank Country



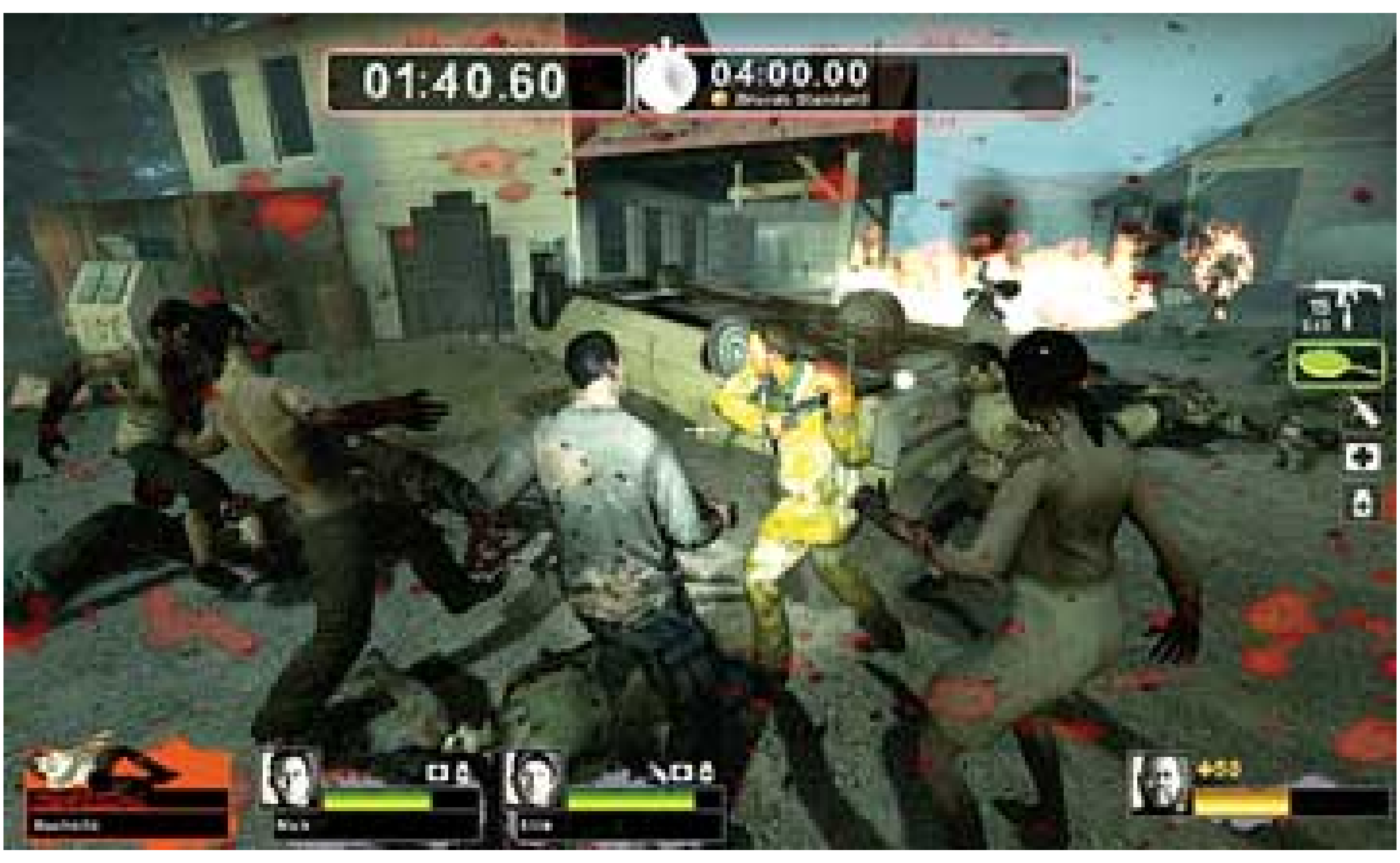


MAP LEGEND

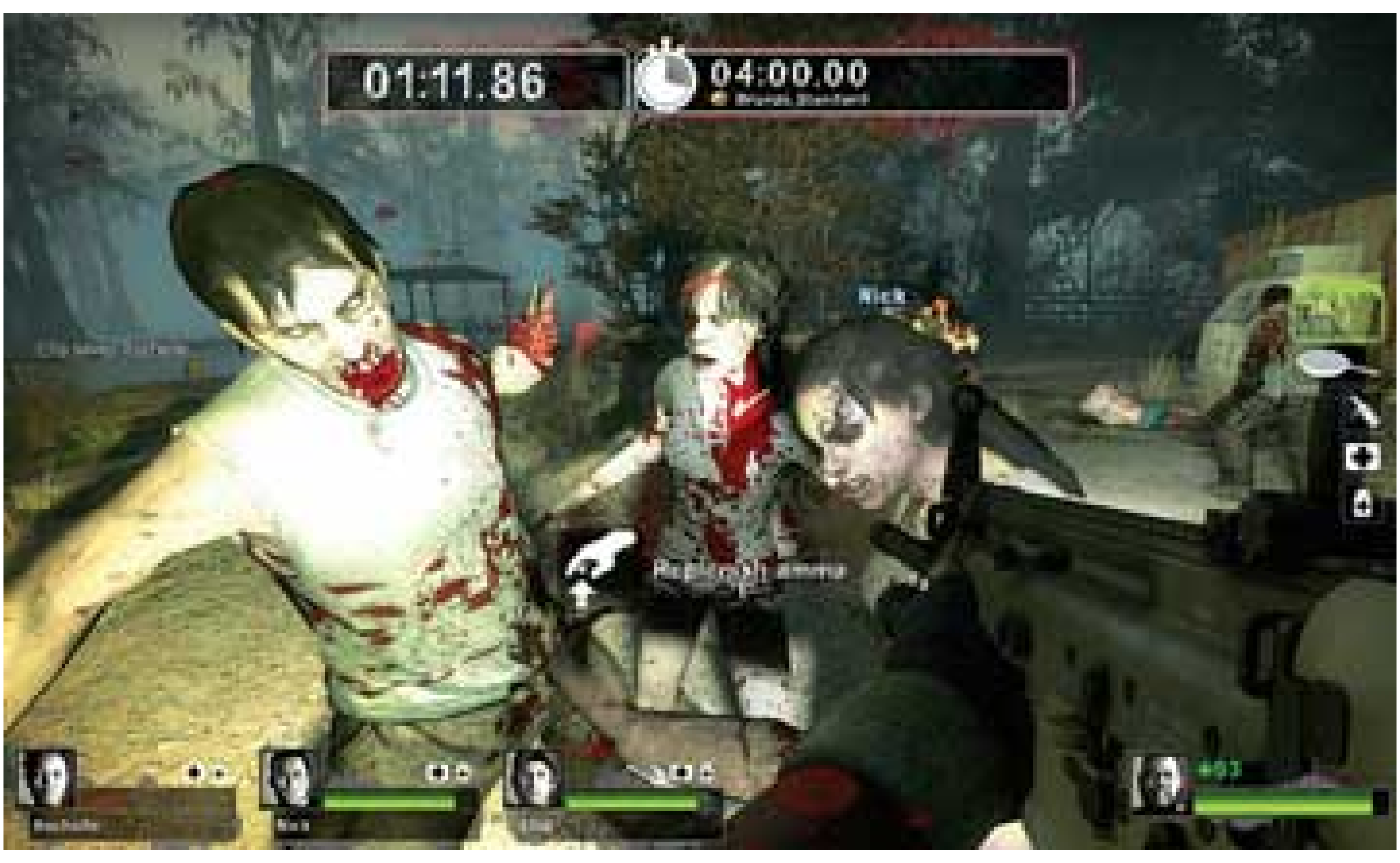
- 🟠 Randomly appearing Item/Weapon/Equipment
- 🟤 Randomly appearing Item/Weapon/Equipment (interior)
- 🟢 Stage-specific switch or trigger
- 🔴 First Aid Station
- 🟣 Possible Fuel Can Location
- 🔴 Re-fuel point (Scavenge maps only)
- ☐ Starting Position

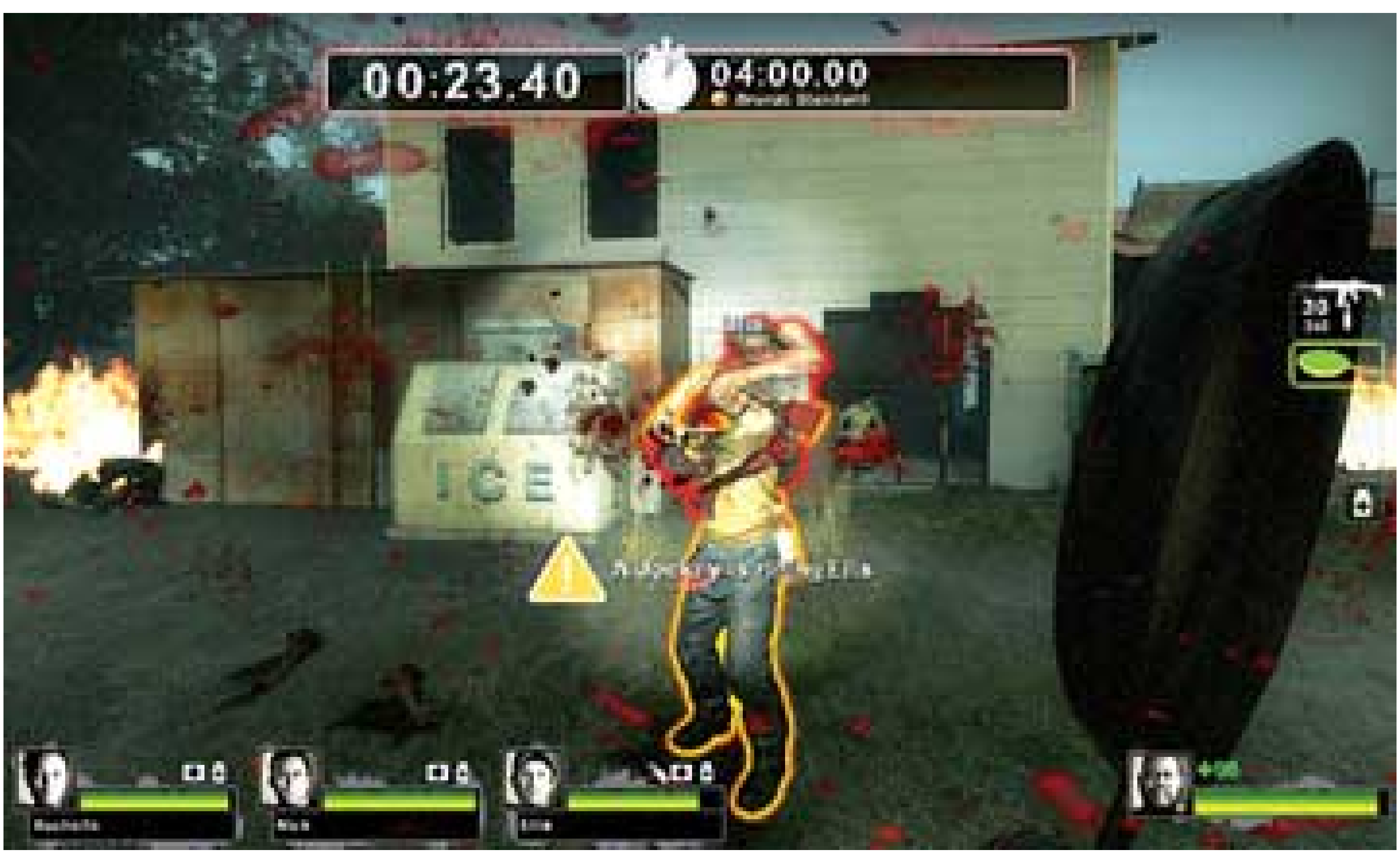
Note: Numbers inside of dots correspond to floor level.

Earl's Gator Village is the setting for this fight against the odds, and your team is at the edge of the river, where the village buildings and wharf can be used defensively. Be sure to read the Swamp Fever chapter on Earl's Gator Village for a hugely comprehensive plan on surviving a Horde attack at this location.

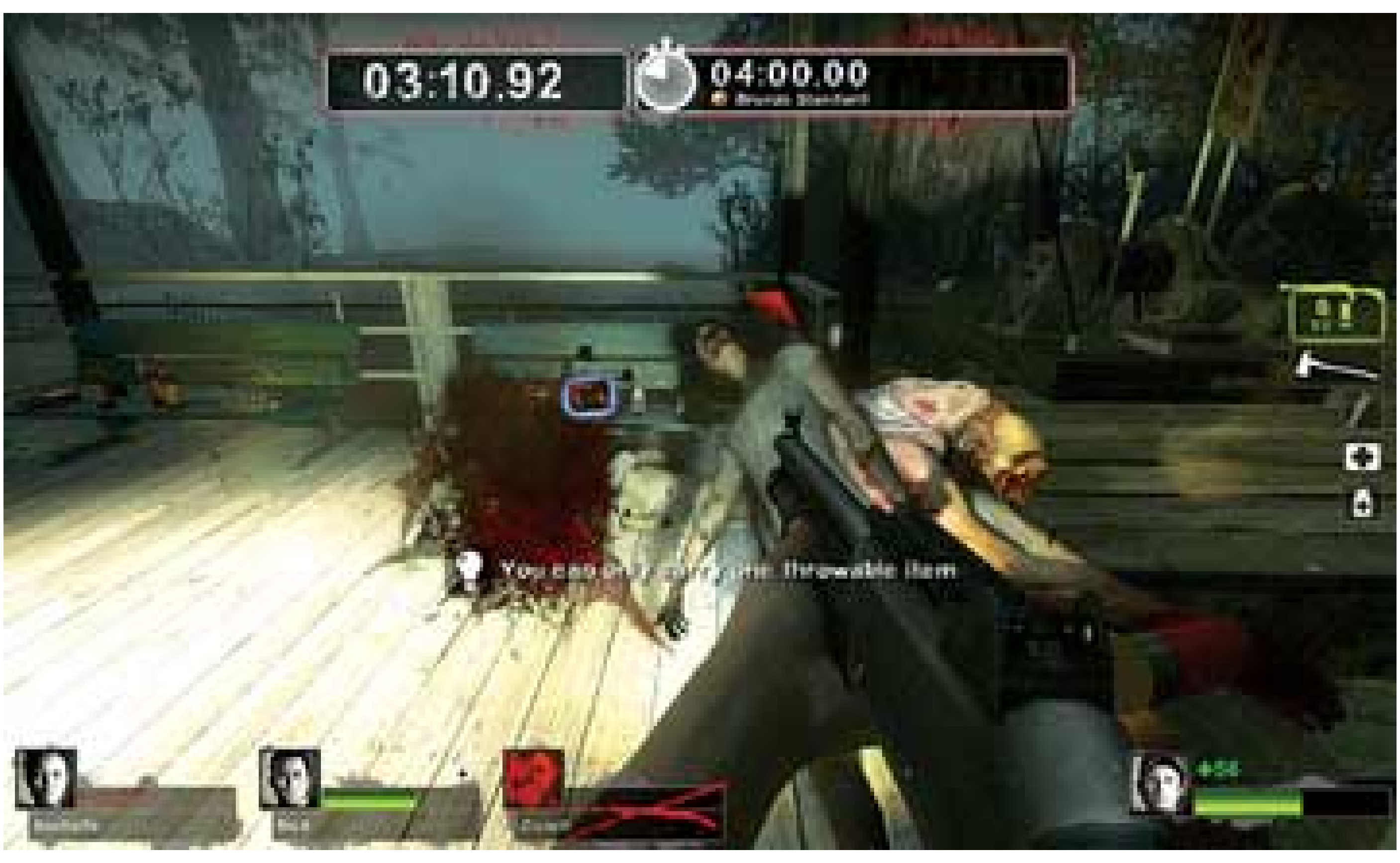


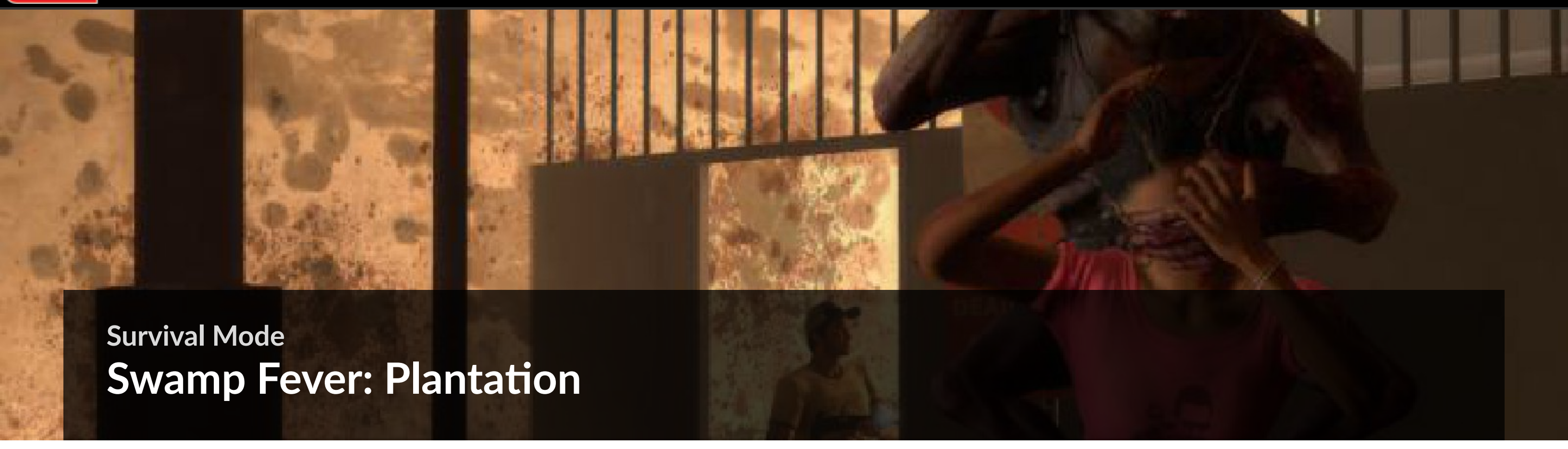
Combat usually begins with the detonation of carefully placed explosive devices on the main thoroughfare so that the initial waves of Infected catch fire (1). Don't stray too close to the water's edge, especially with Charger s and Jockey s about, or you may be knocked into the water and die instantly.





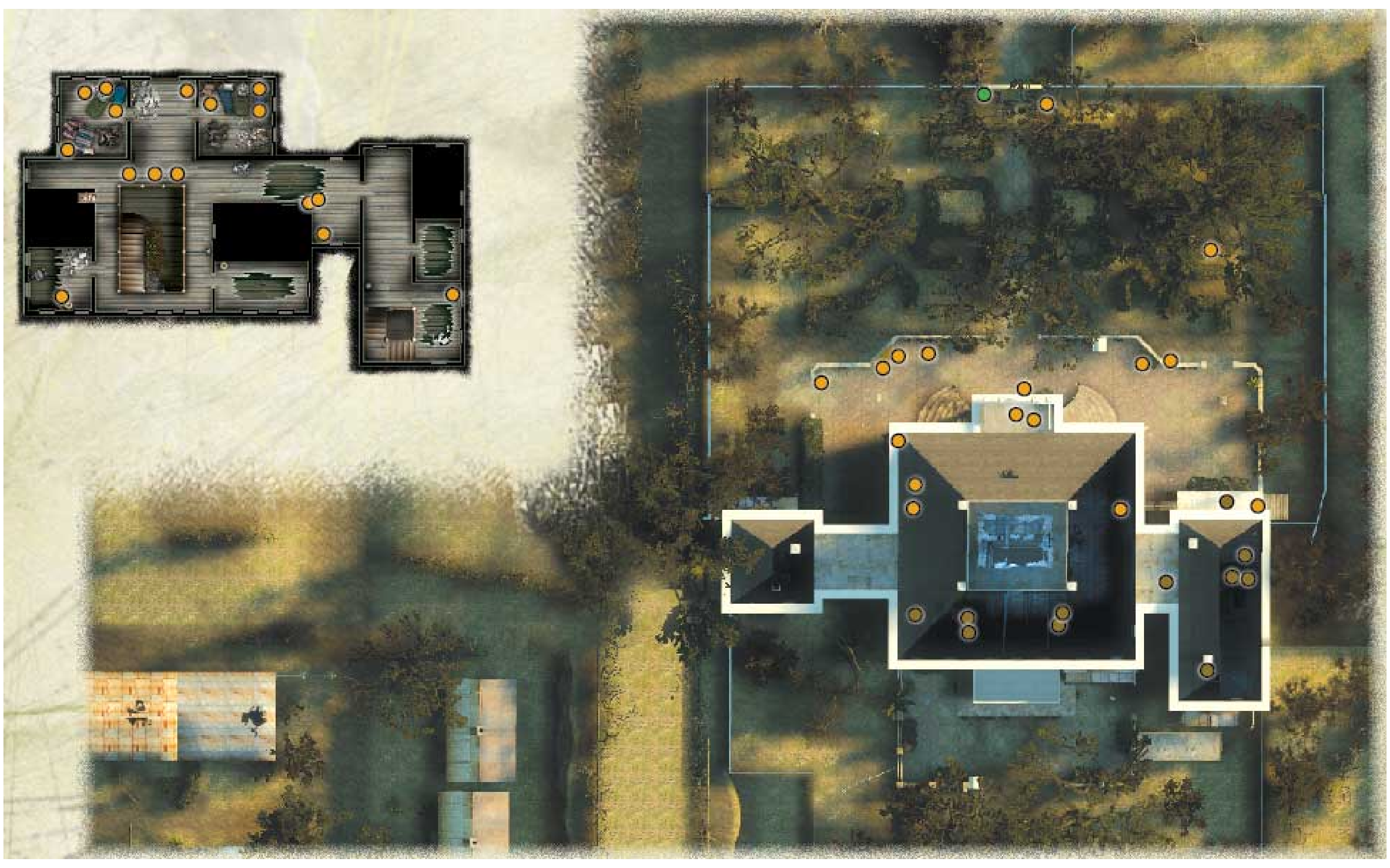
Instead, use the grassy area (2) to strafe about, as well as the lower roof of the two-story building (3). Set fire to any Tank s and Charger s, watch for Smoker s that will try to strangle you from above, and take a trip to the ferry (4) only if you have a chaperone, as you're hemmed in here. In fact, your chances of survival lengthen if you move into the village itself, away from the watery dangers.

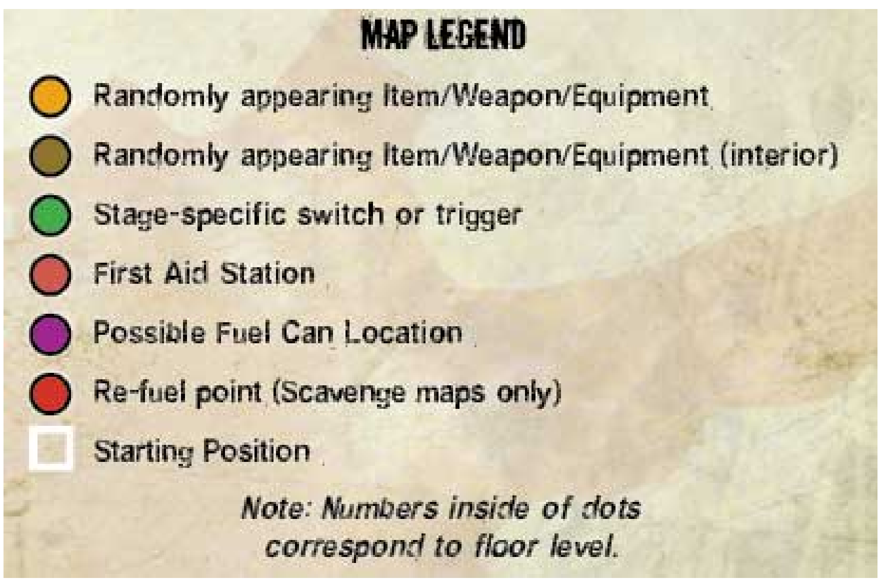




Survival Mode

Swamp Fever: Plantation





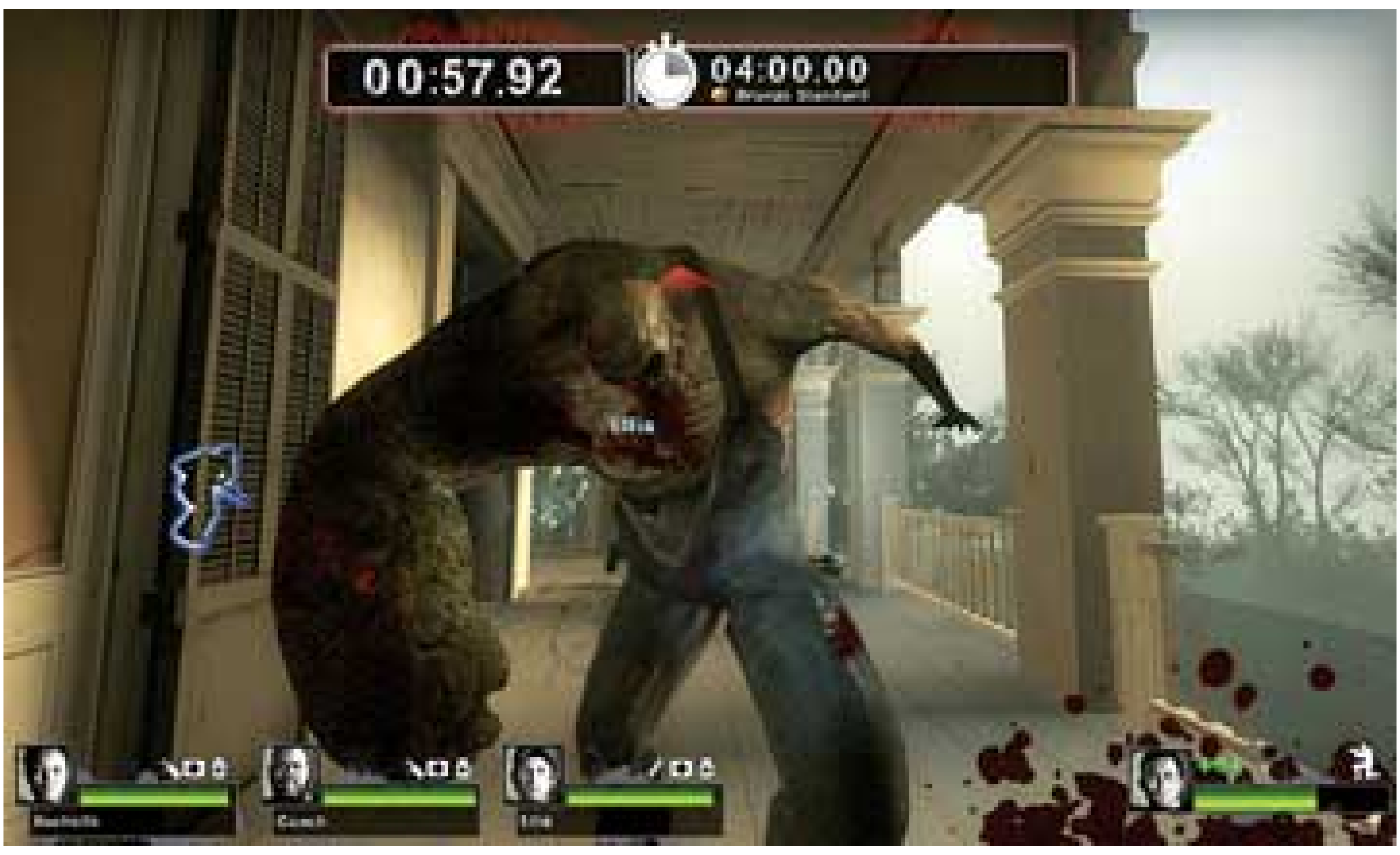
MAP LEGEND

- ● Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- ● Stage-specific switch or trigger
- ● First Aid Station
- ● Possible Fuel Can Location
- ● Re-fuel point (Scavenge maps only)
- ☐ Starting Position

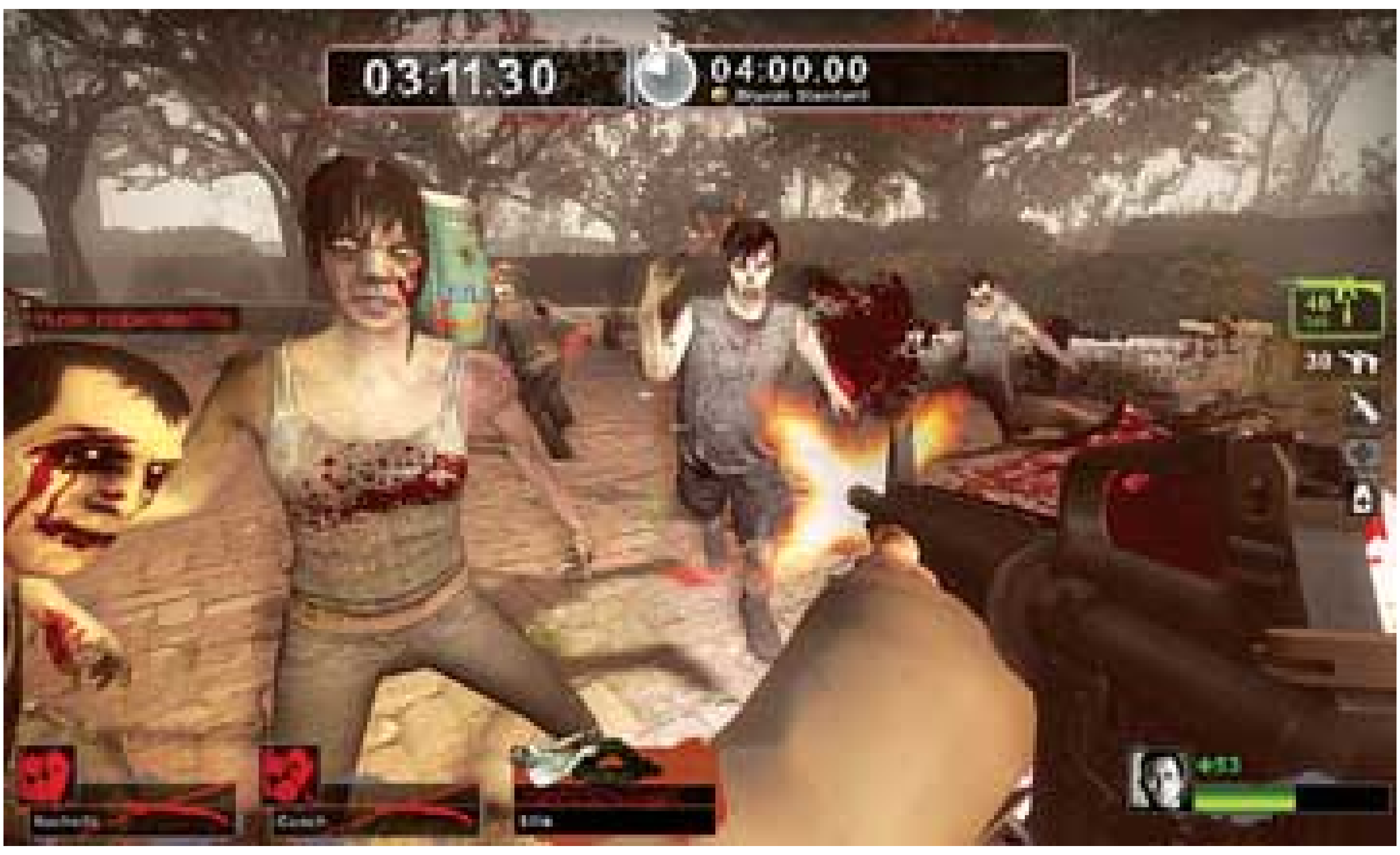
Note: Numbers inside of dots correspond to floor level.

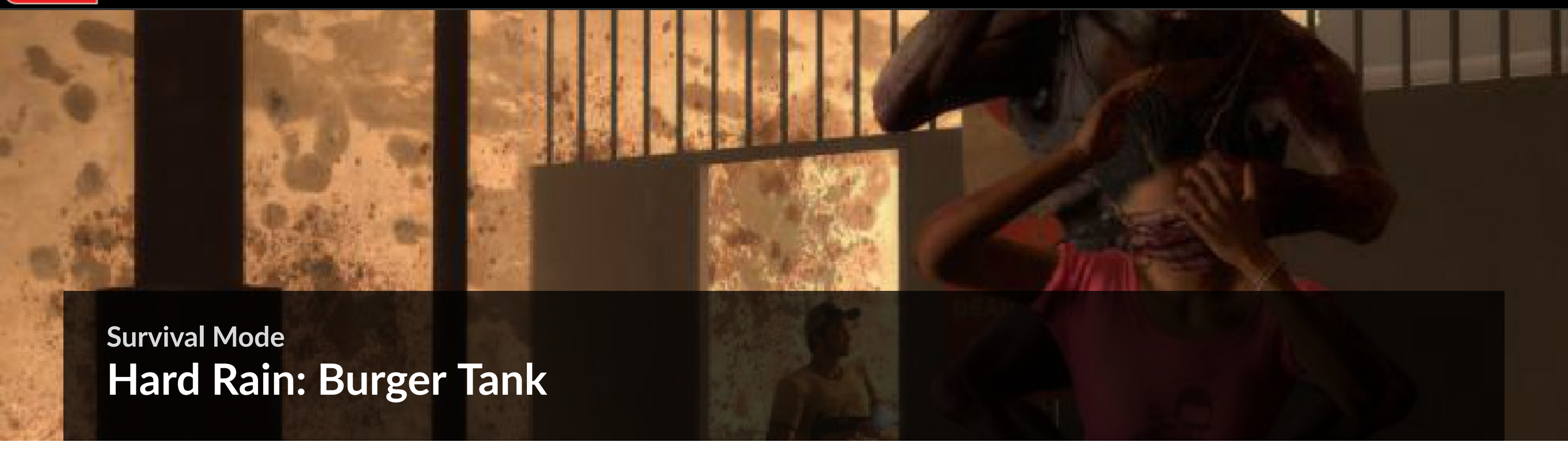
You begin inside the plantation mansion and have a small hedge maze and a two-floor building to utilize as the countless Infected swarm over the perimeter fencing. Use the radio at the far gate. Consult the Swamp Fever Campaign, paying attention to the battle at the plantation mansion, for extra information on surviving this onslaught.

Head back through the middle after the radio at the gate is used. Then spend as much time as possible on the second floor balcony of the mansion. If you're up here, the Horde and other Infected need to climb to reach you, although it's wise to drop down if a Charger or Tank appears (1).



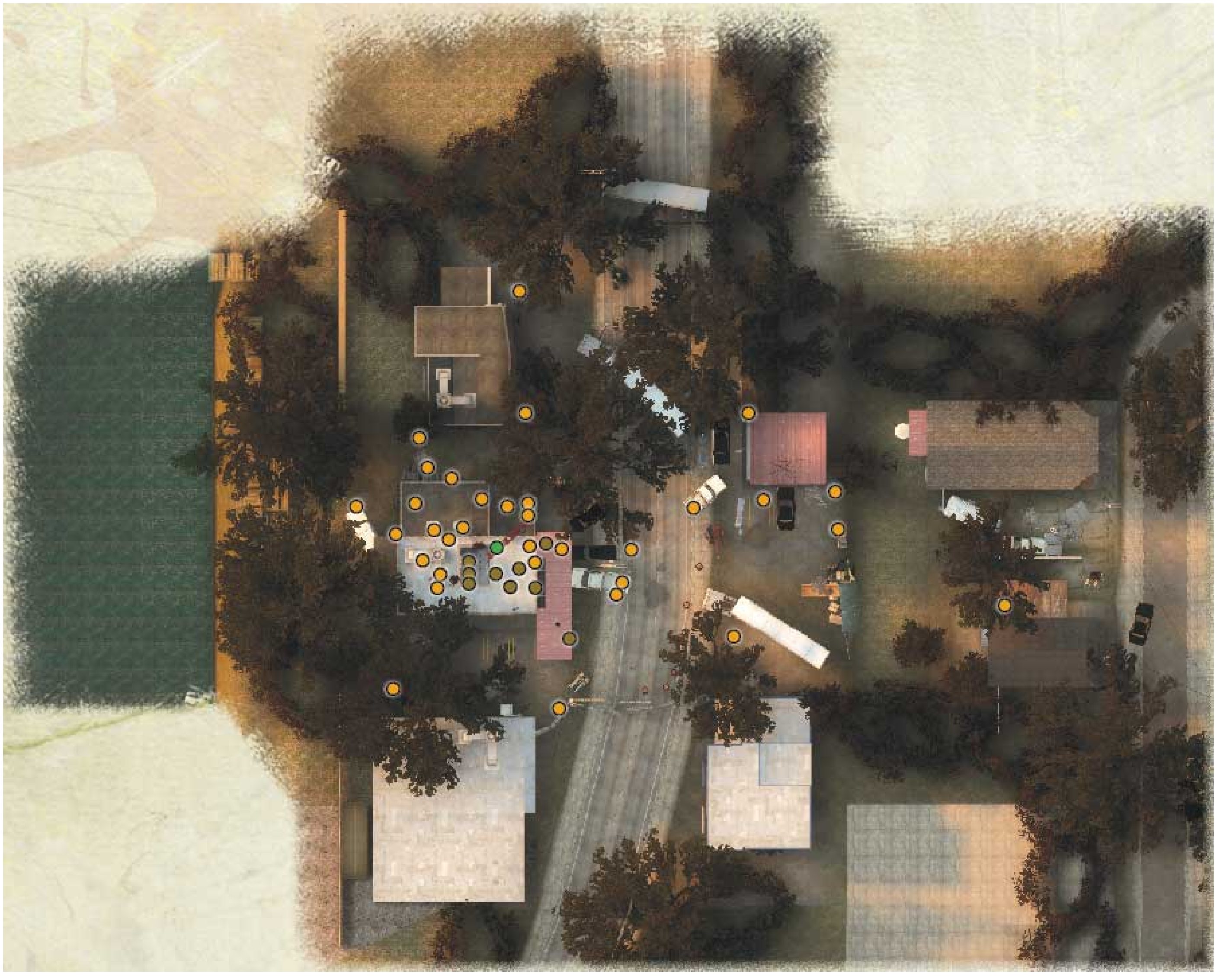
If you decide to drop, you should all descend together or you'll be overrun, and if the going gets tough, try retreating into the mansion and fleeing from room to room, where Special Infected find it harder to hunt you down (unless they're lying in wait). Otherwise, stay in the cobblestone courtyard outside (2) where the majority of the items are. Moving into the maze is just asking to be swarmed from all sides.

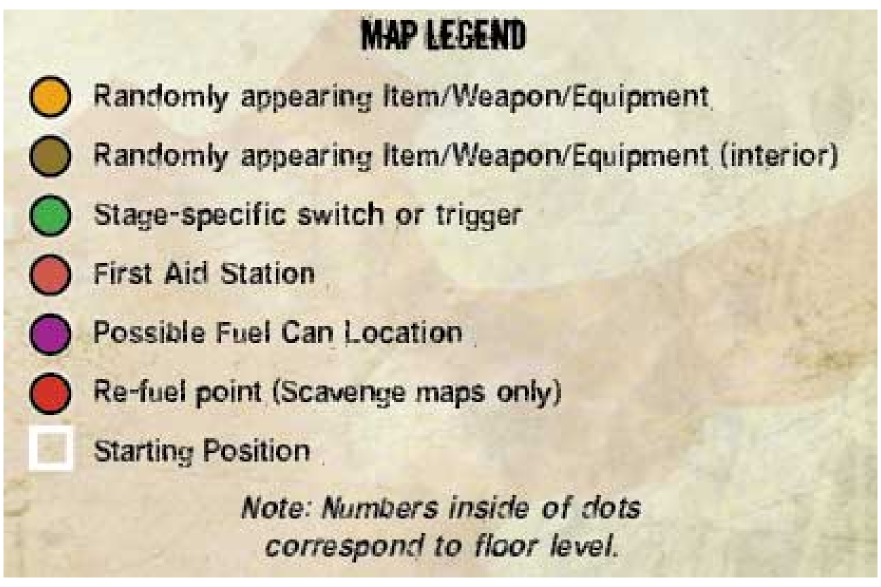




Survival Mode

Hard Rain: Burger Tank



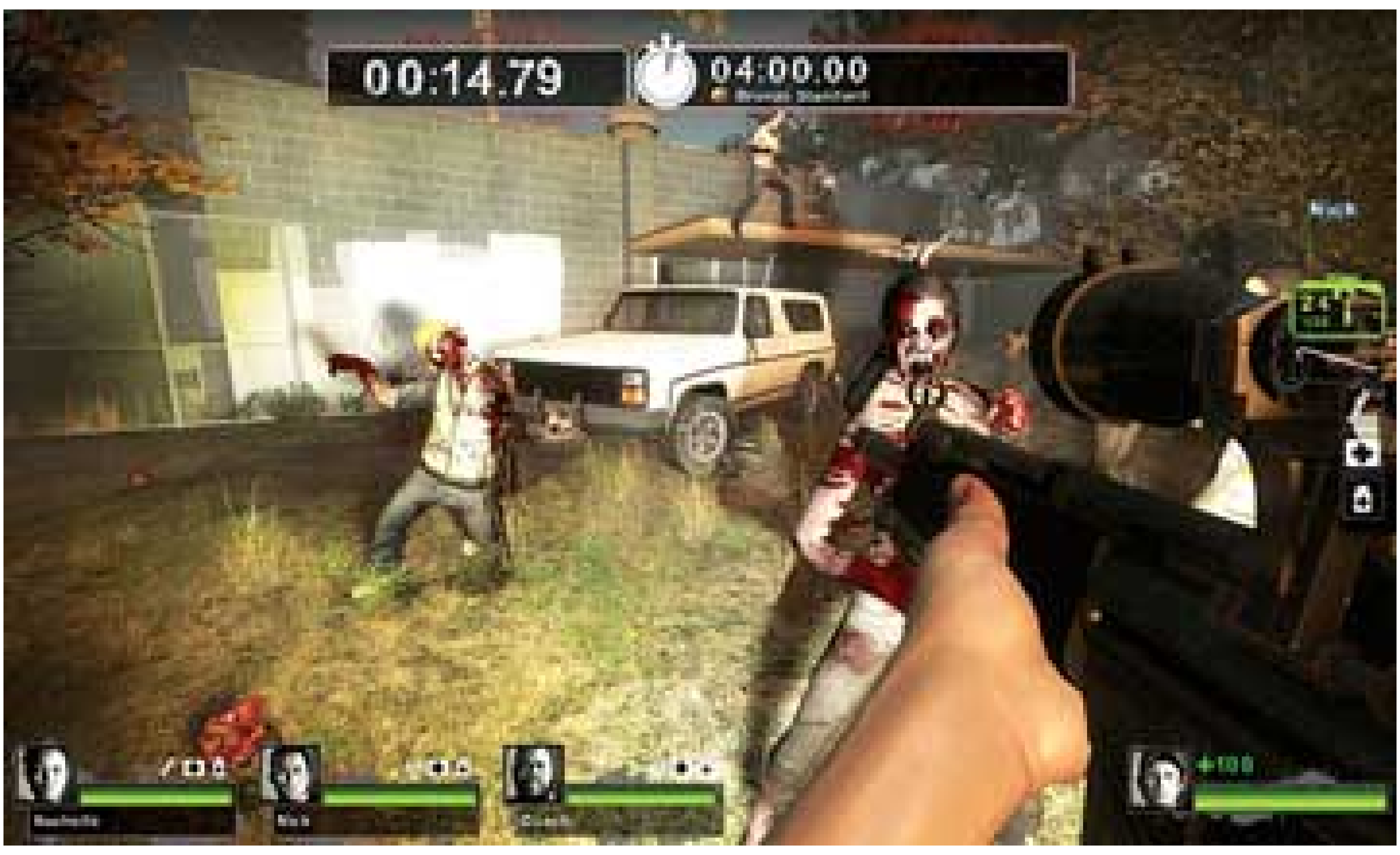


MAP LEGEND

- ● Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- ● Stage-specific switch or trigger
- ● First Aid Station
- ● Possible Fuel Can Location
- ● Re-fuel point (Scavenge maps only)
- ☐ Starting Position

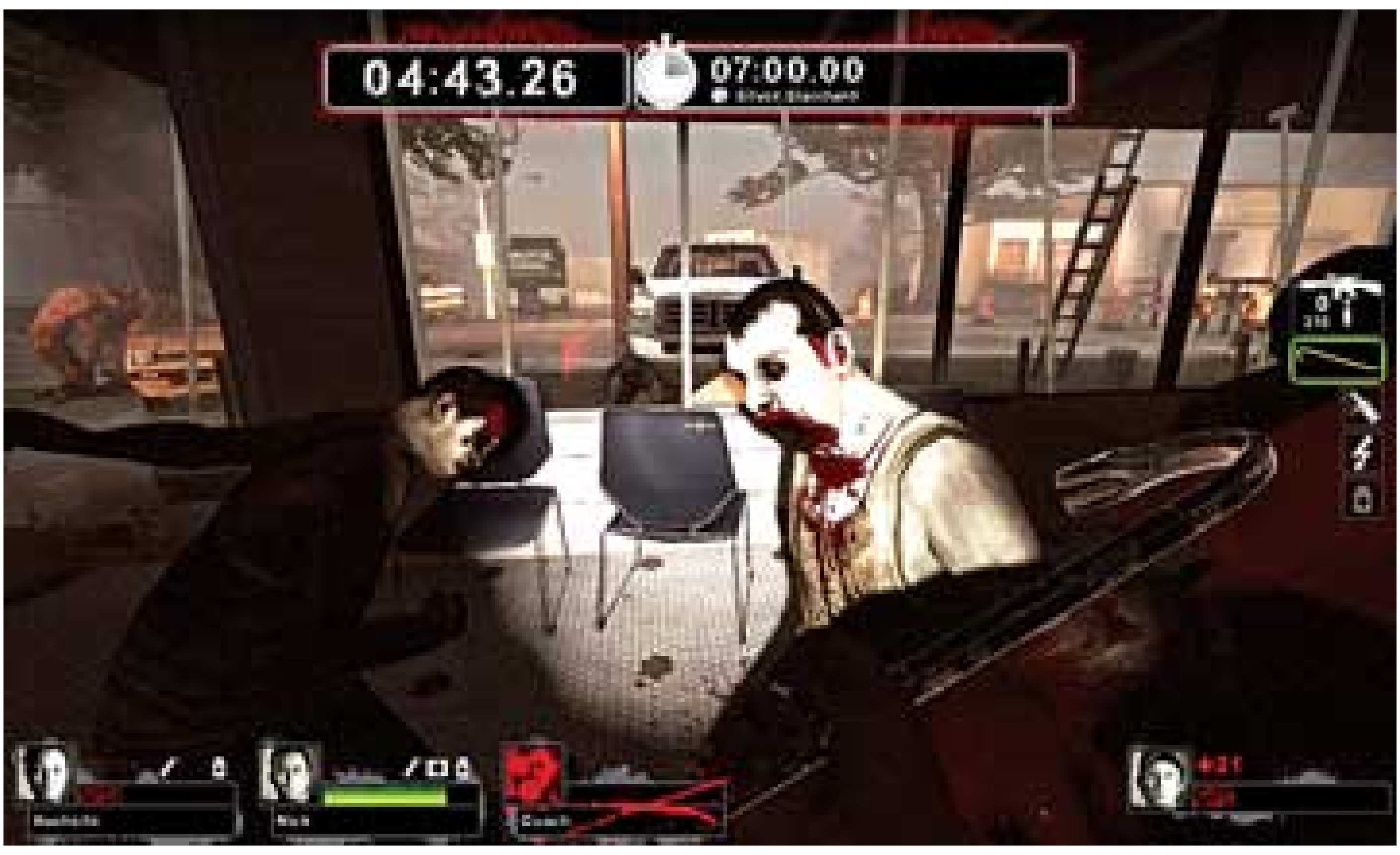
Note: Numbers inside of dots correspond to floor level.

Remember how you waited out the storm and lit the Burger Tank sign during Hard Rain? A similar set of plans is advisable for this Survival Map; consult Stage 5 of the Hard Rain Campaign for further details. Start the match by signalling the boat using the roof switch, but only after inspecting the entire first street area.

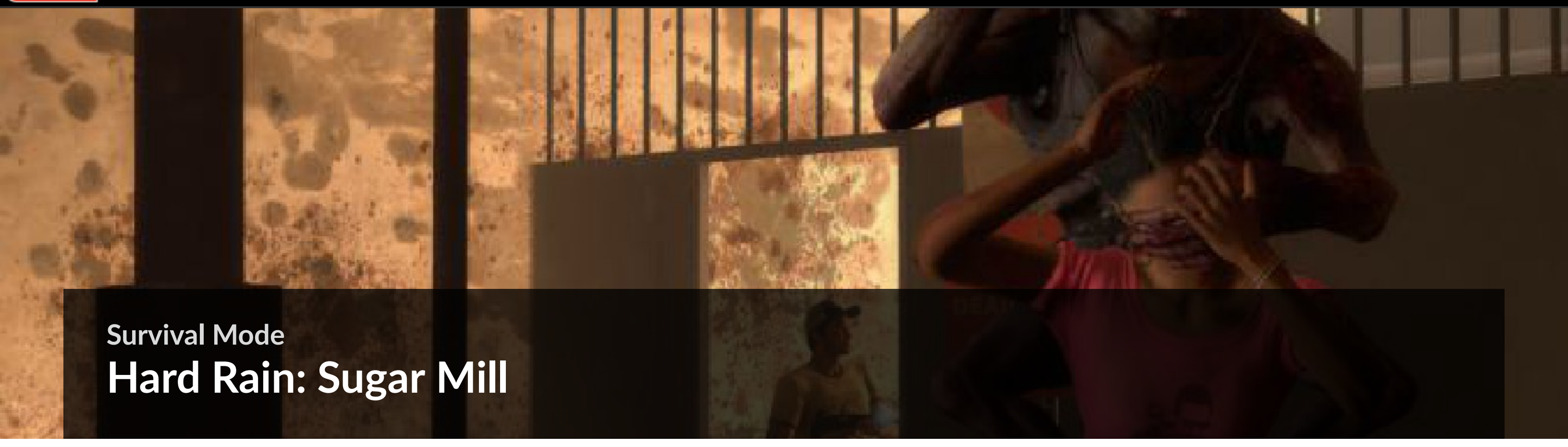


The Burger Tank eatery may have too many entrances to effectively guard if you're wandering around inside the dining area (1), so take up a defensive position behind the counter, so that you can funnel foes and withstand attacks from Special Infected that can't get through to hurt you.

You have the ladder, side, or rear entrance escape options from this point, too. The roof is great for attacks, but you can easily be knocked off by Special Infected or swarmed if your team isn't with you.

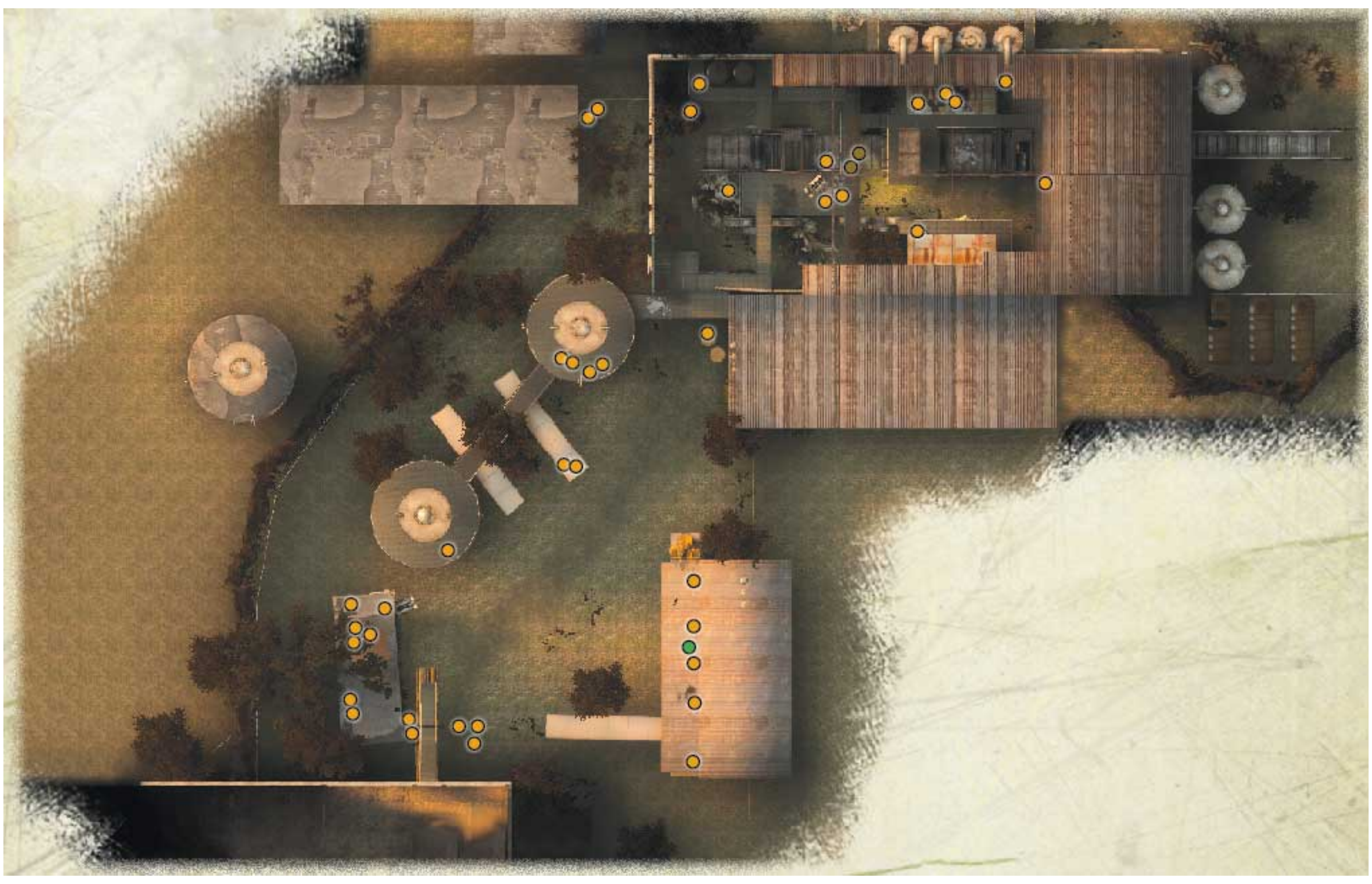


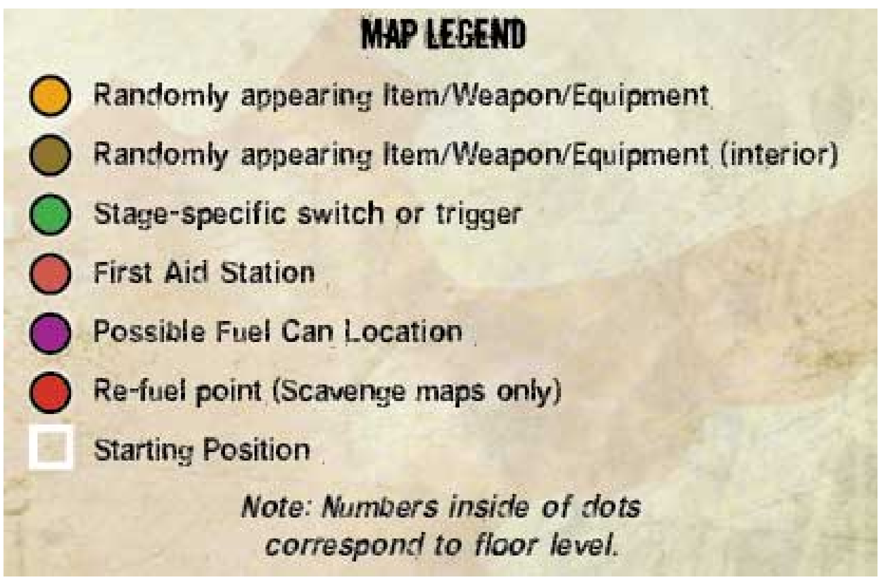
Defending to the rear of the property (2) is also an option as long as you sidestep foes attempting to slam you into the river. Lay down Molotov or Fuel Can blazes to help hinder your foes.



Survival Mode

Hard Rain: Sugar Mill





MAP LEGEND

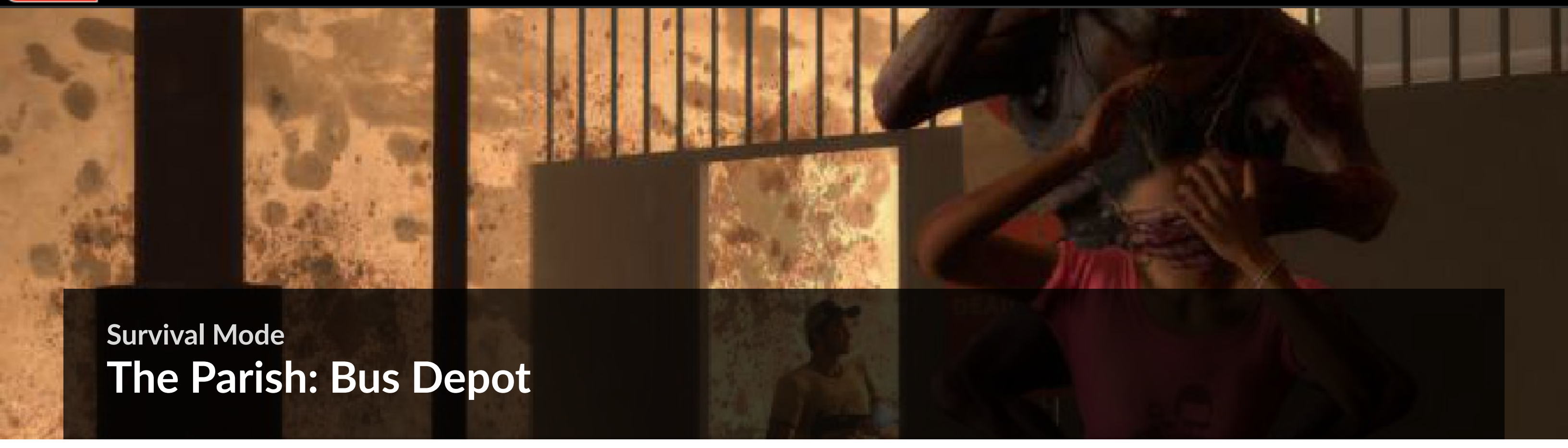
- 🟠 Randomly appearing Item/Weapon/Equipment
- 🟤 Randomly appearing Item/Weapon/Equipment (interior)
- 🟢 Stage-specific switch or trigger
- 🔴 First Aid Station
- 🟣 Possible Fuel Can Location
- 🔴 Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

Before switching the radio on at the loading dock concrete riser, inspect the full perimeter of this section of the sugar mill, which stretches to the edge of Refinery 2 and to the shell of the plant entrance. The main area of action is the large, grassy area with puddles of water, although there's grass behind the towers to check out, too.

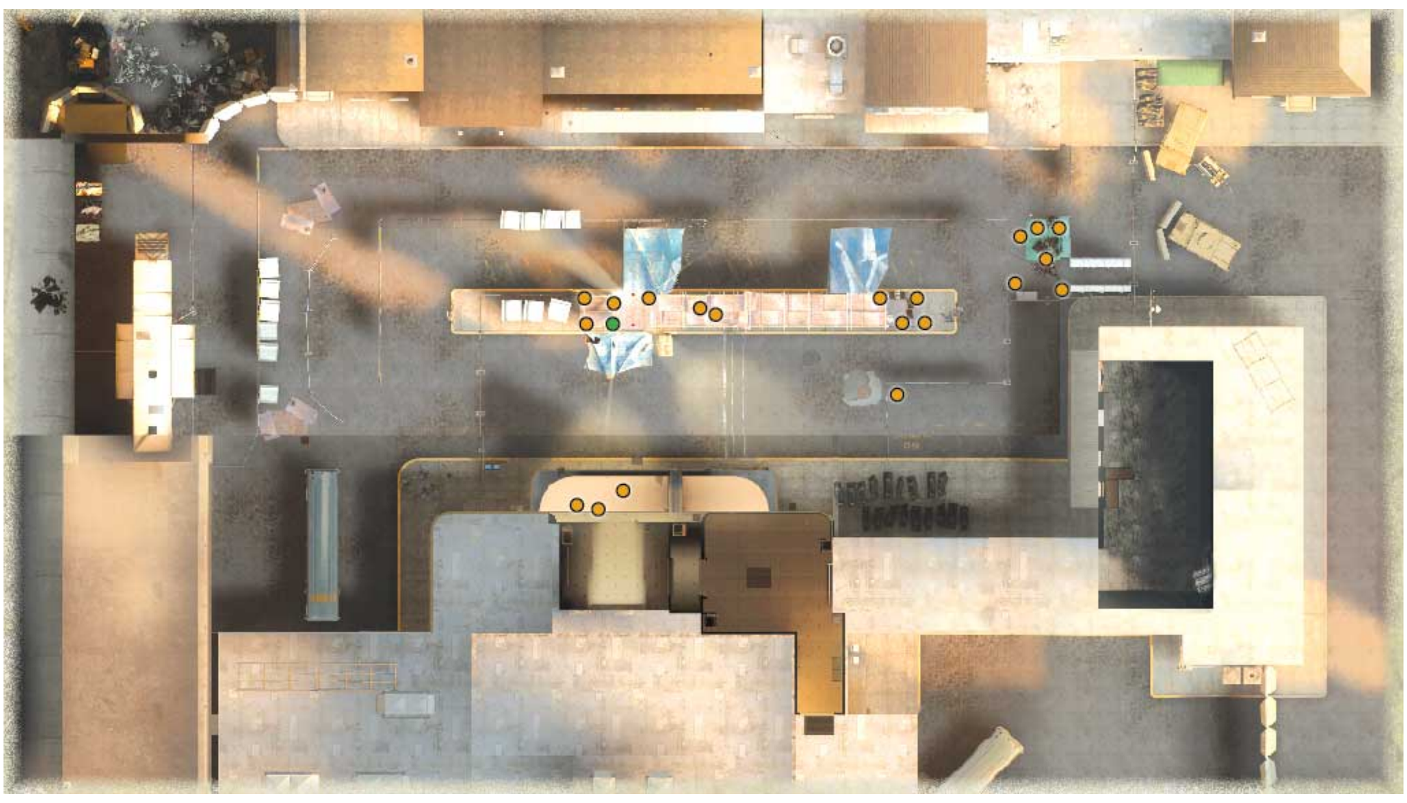
The good news is that the loading dock area of the sugar mill has a wide, relatively flat expanse of grass, so you can usually see your foes coming. This means fewer ambushes and surprise attacks. However, some of the land is waterlogged, which slows you down, so head around and not through it. Lob Molotovs (1) to cover large sections where the foes come in from, and always check the trailer for more items.

When the Tank arrives (2), make sure all of your team focuses on slaying it (Molotovs are an easy aim), or you will perish. You can also try attacking from the catwalks between the rusting towers, but you need at least one teammate to back you up, or you'll be overrun.



Survival Mode

The Parish: Bus Depot



MAP LEGEND

🟠 Randomly appearing Item/Weapon/Equipment

🟤 Randomly appearing Item/Weapon/Equipment (interior)

🟢 Stage-specific switch or trigger

🔴 First Aid Station

🟣 Possible Fuel Can Location

🔴 Re-fuel point (Scavenge maps only)

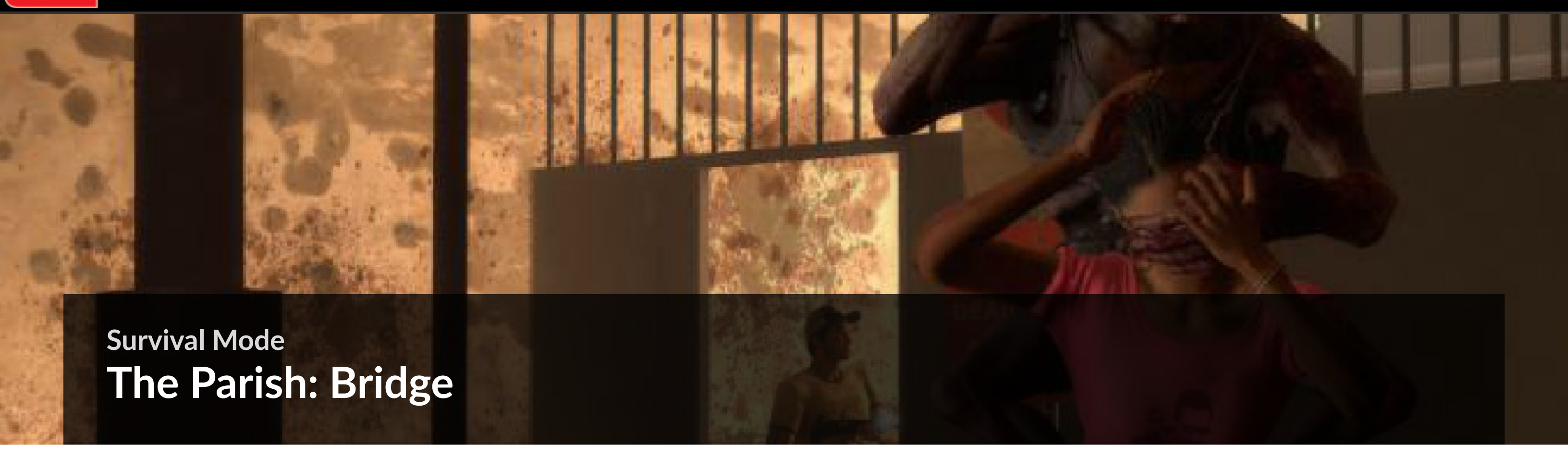
⬜ Starting Position

Note: Numbers inside of dots correspond to floor level.

The action takes place in the bus depot that you moved through later in the stage, and has a number of long, winding evacuation corridors (watch out for Charger s!) that lead to a scaffold platform where the switch to begin this fight is located. In front of the platform is an area of tarmac, but the bus depot itself is closed.

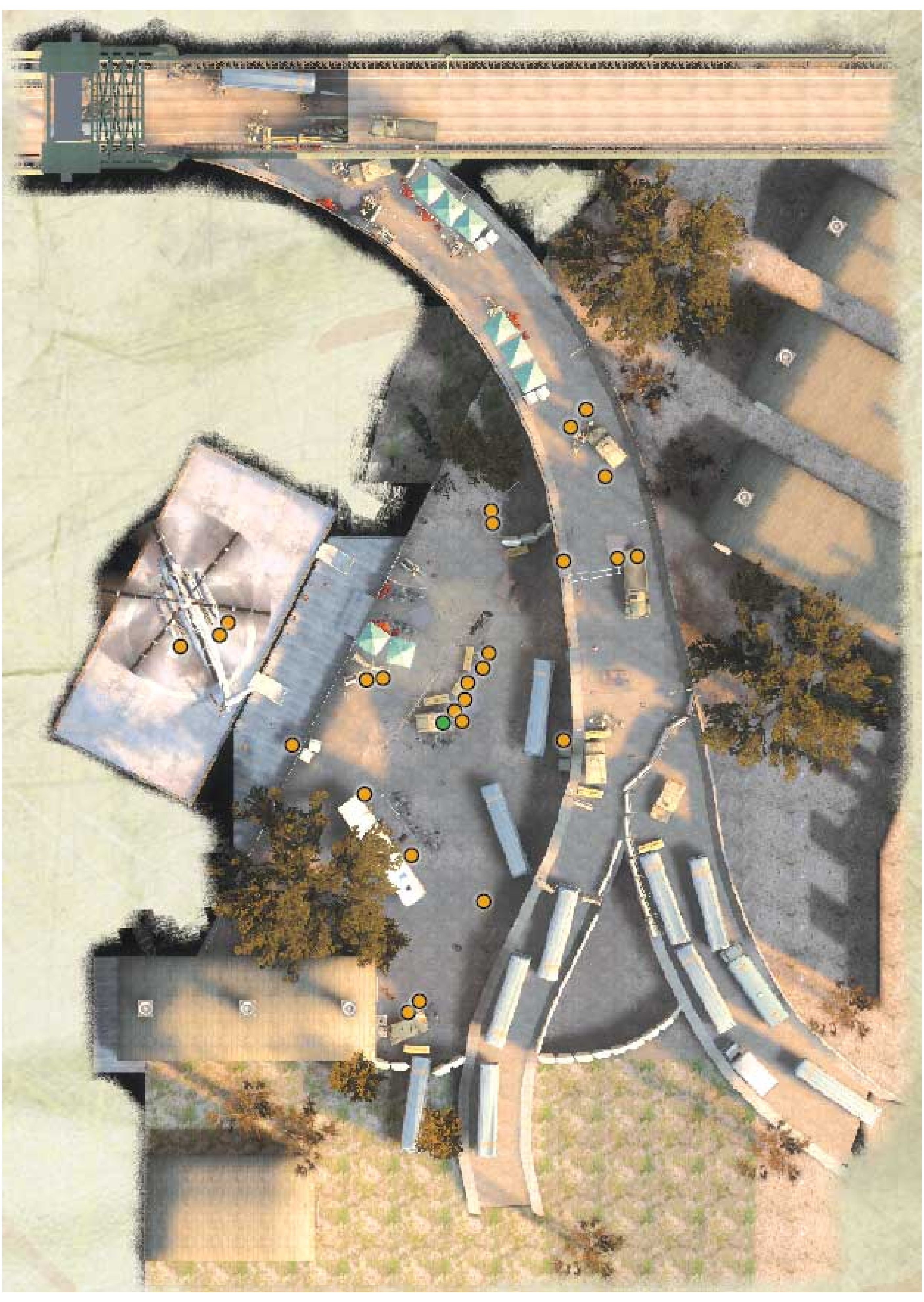
The long, narrow, mesh-fenced corridors (1) are where most Survivors go to die, as it's incredibly difficult to keep the masses of Infected from attacking from all directions, and there's little strafing room. A better plan is to use the ladder and have all teammates head up to the scaffold platform (2), after dropping Fuel Cans or waiting to lob Molotovs to burn the Horde that mainly swarms around the entrance near the ladders.

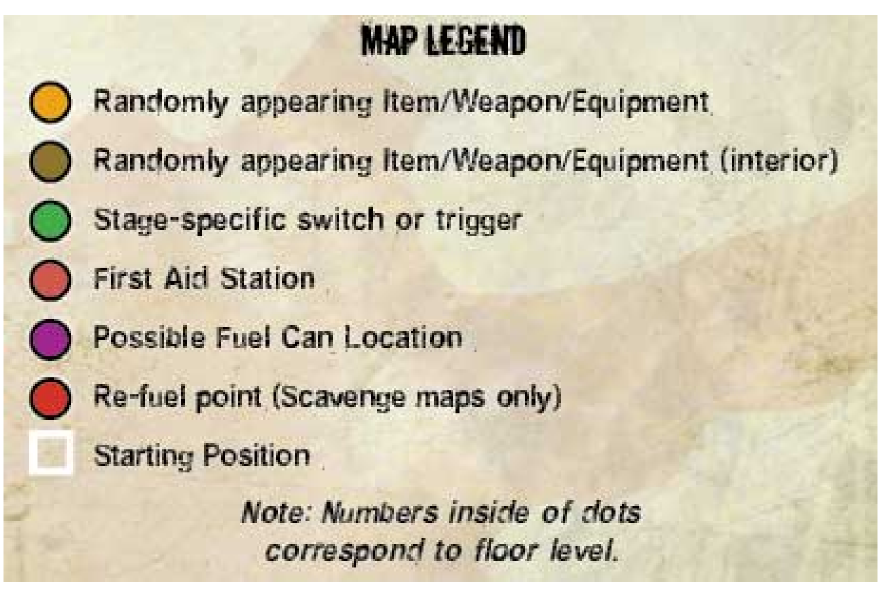
You each take a side, look down from the platform, and blast away. When the situation becomes dire, drop to the tarmac below in the larger area where the body bags are laid out. Then run to the ladder during a lull, or after throwing a Bile Bomb or a Pipe Bomb, and ascend again.



Survival Mode

The Parish: Bridge



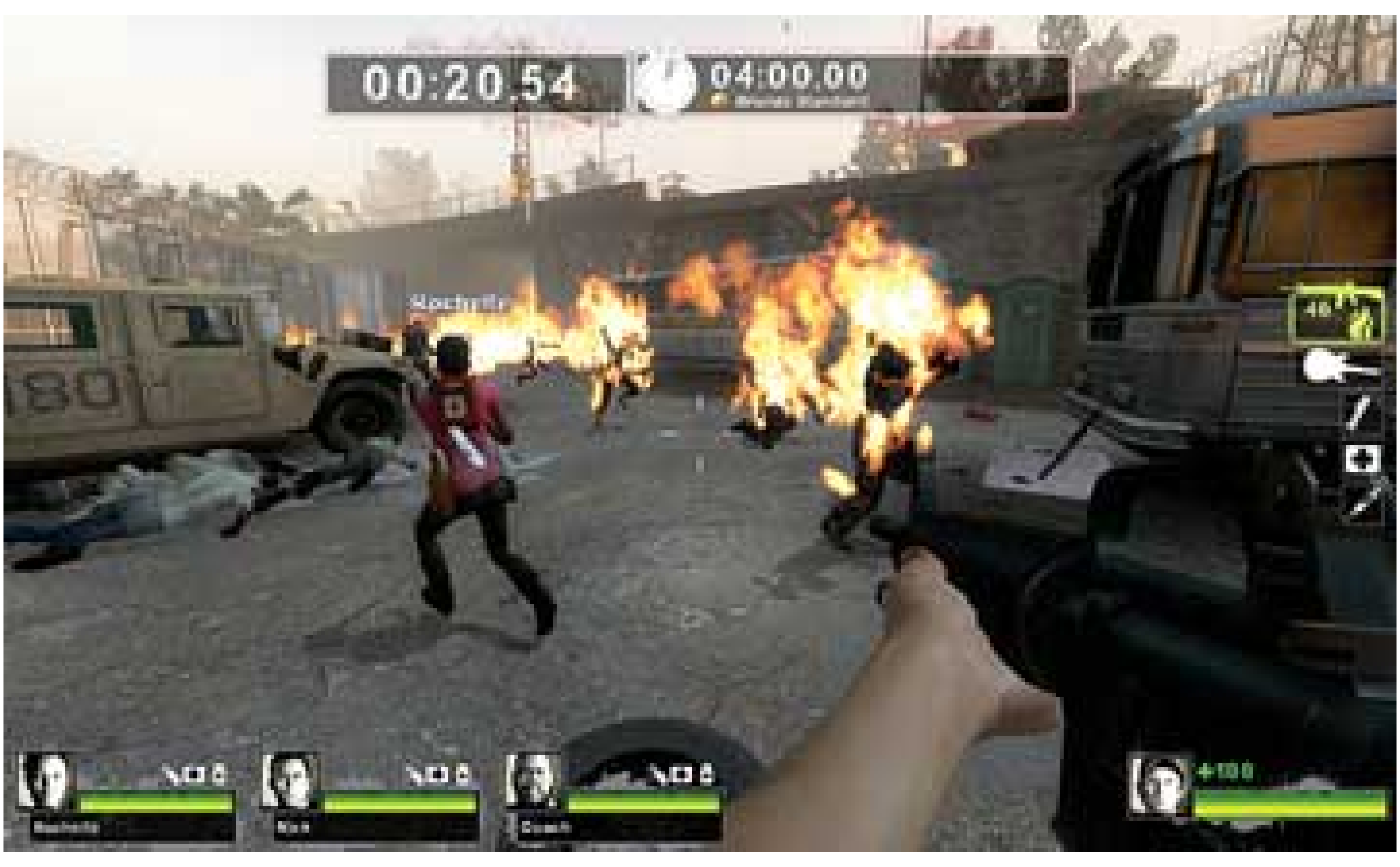


MAP LEGEND

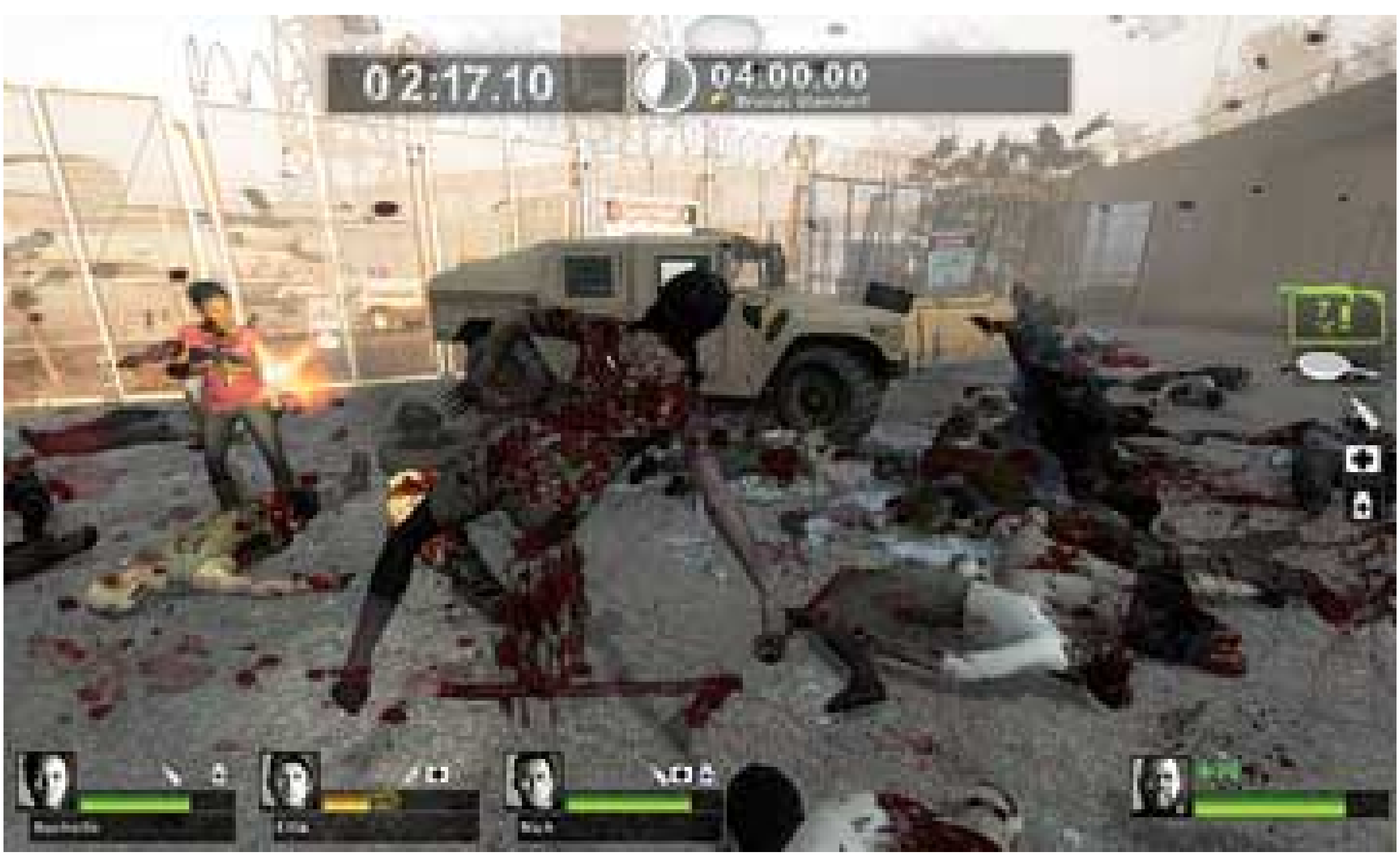
- ● Randomly appearing Item/Weapon/Equipment
- ● Randomly appearing Item/Weapon/Equipment (interior)
- ● Stage-specific switch or trigger
- ● First Aid Station
- ● Possible Fuel Can Location
- ● Re-fuel point (Scavenge maps only)
- ☐ Starting Position

Note: Numbers inside of dots correspond to floor level.

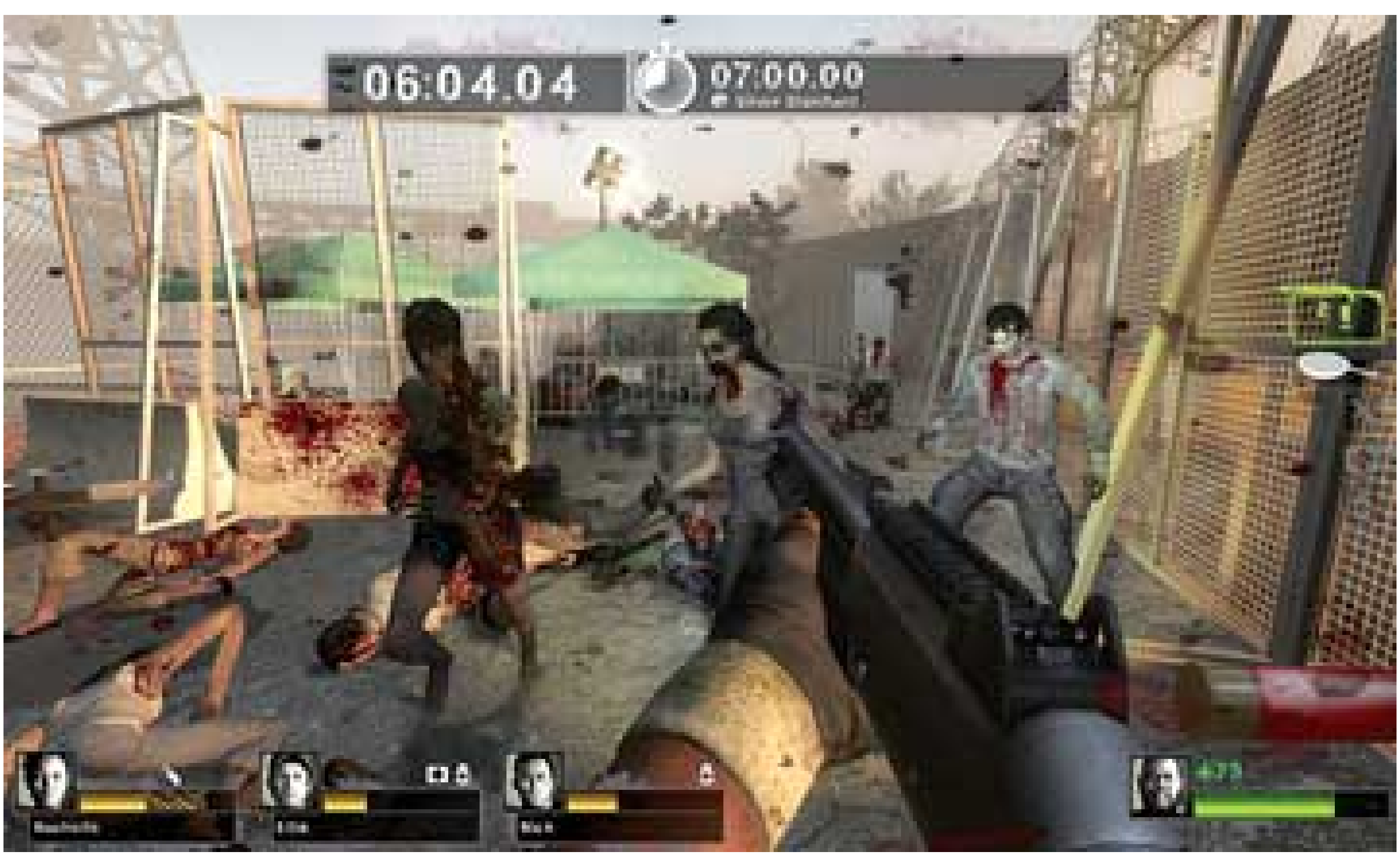
Those of you that escaped the Parish should already have a firm grasp of what's required here; you must fight the Hordes and Special Infected from the upper off-ramp (which you can climb back to via a ladder near the buses). But the main action occurs at the evacuation gate and helipad. The Parish Walkthrough has additional plans to try.



You can spend the first minute or more gleefully lobbing in Molotovs as the Hordes of Infected attempt to reach you (1). The area with the buses on one side and the fencing on the other is a good initial place to take a stand (2).



When this area becomes too hot, you should all agree to move toward the evacuation gate. You can still fire through the mesh fences and return to the cache by the military vehicle.



Meanwhile, the enemies are funneled toward the gate (3) and you can lay more explosives to push the Horde back. The final spot to make your last stand is by the chopper (4). Fire on the Infected as they stagger through the gate. Tag them before they reach the helipad.

Leave Them Dead: Additional Offensive Weaponry

In addition to the Baseball Bat, which is now available as a randomly encountered item, there are two new weapons, and an additional "box" that you need to be aware of:

M60 Heavy Machine Gun

Damage: Very High

Penetration: High

Accuracy: High

Range: Short to Long

Rate of Fire: High

Reload Time: N/A

Fire Mode: Automatic

Magazine Capacity: 150

Total Ammo: 150

Only available during The Passing, the M60 is a single-use item. (Once the magazine rounds are depleted, the weapon is discarded, like the Grenade Launcher.) It is mainly used as a suppressing weapon to drop large groups of Infected, or tougher enemies such as the Tank.

Its main benefit is its lack of reloading; you can pepper a target continuously without pausing. One bullet defeats one Common Infected (and Uncommon foes, including the Fallen Survivor), making it extremely potent when used during mass firefights, or in conjunction with Incendiary Ammunition or other bullet types (although you don't receive a reloaded magazine when you pick up special ammo, like with other weapons).

Unfortunately, the M60 can leave you stranded without a Primary Weapon once the ammunition is depleted, so only use it if you have a Secondary Weapon to use until you reach the next weapon cache.

The weapon isn't stellar at long ranges, but then, it doesn't need to be. Back up others, ideally during the sewer rush in the Underground Stage of The Passing, and rake foes as rapidly as possible. There is an Achievement—Til It Goes Click—associated with this weapon.

Golf Club

This Melee Weapon acts in exactly the same way as all the other weapons, but with one small exception; if the "thwack" is aimed at a Common Infected's head, the cranium explodes in a shower of messy brain parts. Obviously, this is extremely satisfying. There is an Achievement—Fore!—associated with this weapon.

Foot Locker

Appearing during the Campaign modes (but not Versus) is the Foot Locker, a military-spec, chunky crate brimming with a single kind of item, such as Adrenaline, Bile, Molotovs, Pain Pills, or Pipe Bombs.

The exact locations of each Foot Locker are listed in the Additional Achievements table below. You are encouraged to ransack each Foot Locker, and then return to grab additional items if necessary. There is an Achievement—Cache Grab—associated with this crate.

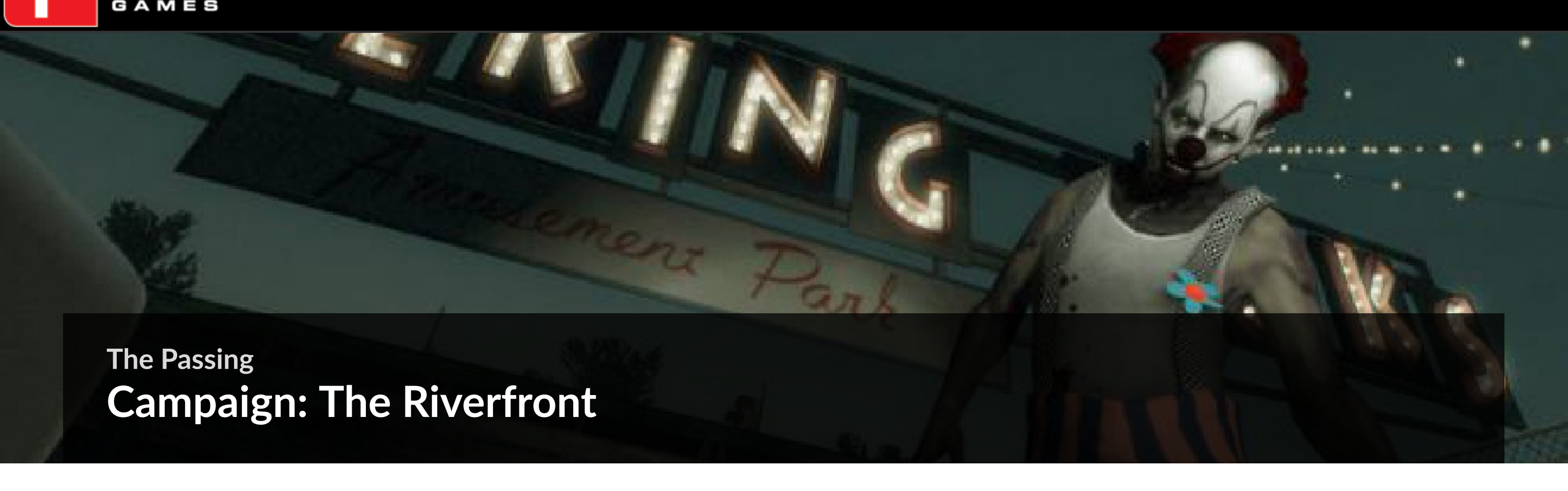
Mutation Nation: New Game Mode

This enhancement to one or more of the main game modes is also available to those with The Passing. Choose Mutation in the main menu and you're able to play a slightly tweaked version of the game with one of a variety of "Mutations" active.

These Mutations run for a single week before being replaced by a new Mutation, so if you're learning about this right now, you've already missed some of them! Popular Mutations may be incorporated into the game itself, but mostly, these are fleeting additions, only available for a finite time.

Additional Achievements and How to Access Them

Icon	Name	Description	How to Obtain
	Torch Bearer	Survive The Passing Campaign.	This is straightforward: Complete The Passing Campaign on any difficulty.
	Port of Scavenge	Play 5 full games of Scavenge on the Port.	Just as the Achievement indicates.
	Fore!	Knock off the heads of 18 infected with the Golf Club.	This requires you to pick the Golf Club up (ideally at the start of Stage 1), and then spend the next 18 attacks thwacking Common Infected with a head strike, which bursts undead craniums. This can be done at any time, however.
	Til It Goes Click	Using the M60, kill 25 infected without letting go of the trigger.	For this to occur, you need to let your friends know you'll be doing the killing, and you need a plentiful supply of foes. The ideal spot is at the end of the sewer run. There's sometimes an M60 in the final safe room. Grab it and attack the foes on the stairs leading back down to the tunnel, or in the tunnel itself.
	Killing Them Swiftly To This Song	Play the new Midnight Riders song on a jukebox.	There are two jukeboxes to find; the first is in the Pool Hall in the first part of Underground. The second is in the bar room where the original Survivors are covering you from. Activate either of them, but be warned; this summons a Horde of furious foes!
	Wedding Crasher	As the Charger, grab a Survivor and crash them through 8 chairs at the wedding.	Naturally, this must be done during Versus, Scavenge, or Survival Versus Mutation modes in the park by the gazebo. Line yourself up, and ask an opposition teammate to stand in front of the single chairs if you're having problems completing this in the heat of battle.
	Cache Grab	Open 5 foot lockers.	This takes more than one playthrough to obtain, as Foot Lockers appear usually in one of two spots. Find the five Foot Lockers in the following locations (which are also listed in the walkthrough): 1. Riverfront: Interior office, by the window. 2. Riverfront: Speakeasy bar, in the small storage room by the exit. 3. Riverfront: In one of the tents by the stage, after the gazebo. 4. Underground: In the small brick alcove in the corner of the Pool Hall. 5. Underground: In the half-finished warehouse after the plank, overlooking the Jazz Club.
	Kite Like a Man	Kill a Tank only with damage from the original Survivors.	Attempt this during the finale of The Passing Campaign, while in Port. Let your friends know not to fire on the Tank, then lure it back to the generator and let the chaps on the balcony kill it, while you circle around, trying not to get yourself killed.
	Grave Robber	Collect 10 items dropped by a Fallen Survivor.	As described, shoot the new Uncommon Infected, and then scavenge the items on his corpse, grabbing everything each time. You'll find one or two items on each Fallen Survivor, so you'll need to drop at least five. Do this over one or more Campaigns.
	Mutant Overlord	Play 6 Mutations.	Because each Mutation is released (one per week) and then disappears, you must remain keenly aware of the time constraints of this Achievement. Obviously, this takes a minimum of six weeks to complete. Simply launch a Mutation mode game six times, with a different Mutation active on each occasion.



The Passing

Campaign: The Riverfront

Alley Oops: The Riverfront Overview

Beginning at the parked Blue 22, bring your buddies with you as you progress across a sunken area of gardens close to the river's edge. You are desperately searching for a building entrance. There are two interlocked storefronts you can choose from, which lead to a narrow structure and small bar, and then out into a long, narrow back street.

Fight your way along the street, up and around to a tenement building, ascending so you're on the deck above the street itself, and then cross into a park, where an undead bride isn't happy about the zombie apocalypse overshadowing her special day. Flee the scene to a final side street and safety.

+ Utilize the Golf Club to learn the special "decapitation" effect its attack has if you swing at the correct time.

+ There are buildings to flee into, and from which to attack foes, to minimize ambushes. The Safe Room is easy to flee to if necessary.

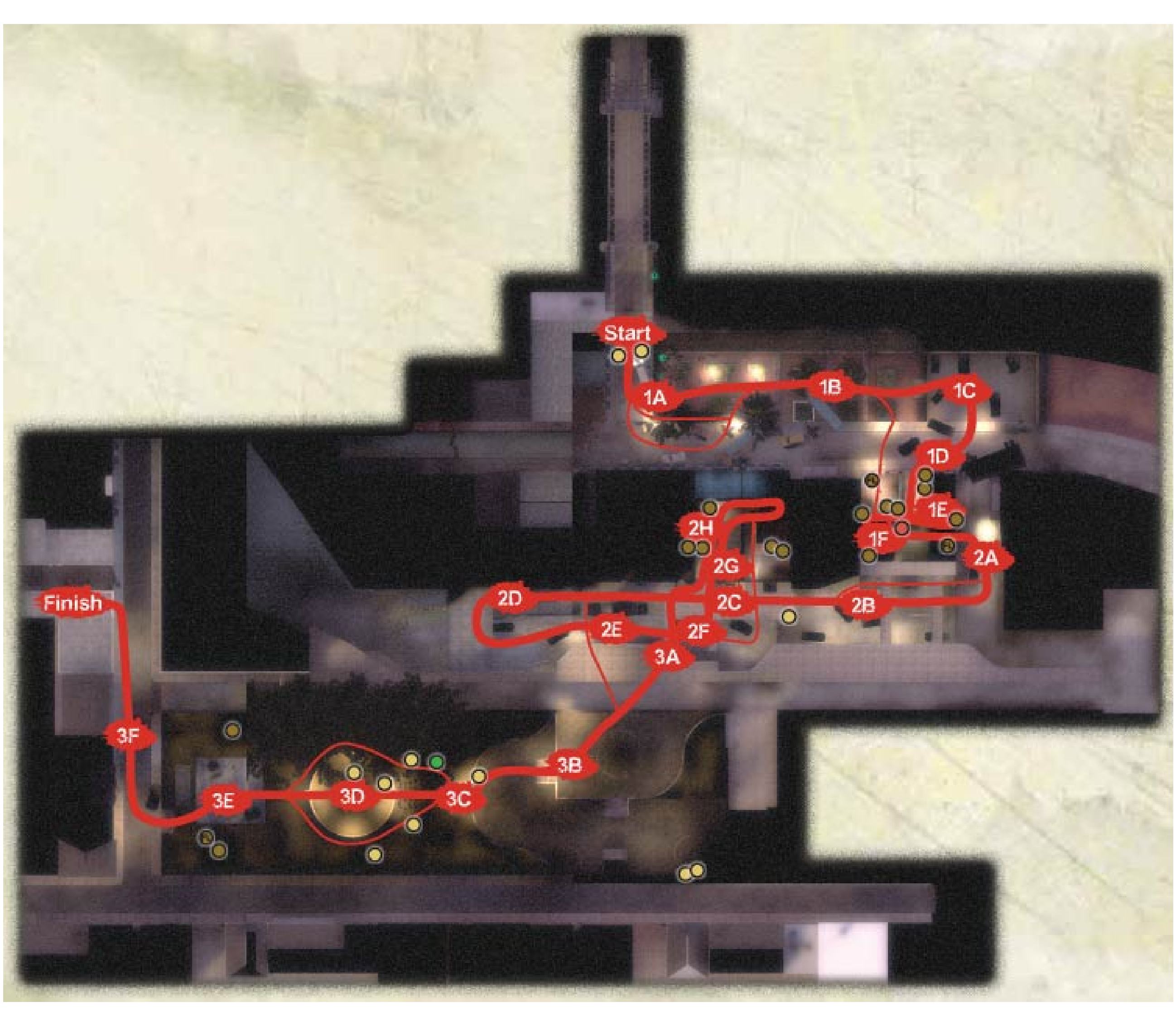
+ There are Foot Lockers, and you should grab the limitless items (one at a time), optionally returning there to fill your inventory.

- Don't be fooled into chasing the Fallen Survivor unless you have backup; he can lead you into an ambush or a Horde attack.

- The multilayered streets leading up to the balconies, decks, and tenement apartments are extremely dangerous. Don't fall, split up, or suffer at the fists of a Tank!

- The Park involves interactions with a Witch Bride, who is extremely dangerous. Prepare properly with a game plan for combat with this dangerous foe.

Start and 1A: A Bridge Too Far



START

Another human has been spotted—one who isn't drooling from the mouth and sporting open sores. This is a revelation to the Survivors; there are other holdouts like them! The Blue 22 race car that you stole from the Mall has been great, but it can't cross the river, and despite some sweet-talking, Zoey or Francis can't lower the crossing of the bridge; the generator is out.

Begin by gathering a First Aid Kit and your preferred Secondary Weapon from the rear of the parked race car. Of particular note is the Magnum Pistol (usually resting atop the trunk lid) and the Golf Club (a new Melee Weapon).

1A

When you're happy with your items, begin a competent clearing of the initial, raised riverside road and ceremonial gardens. There are a number of plans to try and all of them result in excellent killing potential.

First, anyone with a Golf Club might wish to charge across the cobbled street to the corner and coax in foes before thwacking them in their exploding heads (an easy way to complete the "Fore!" Achievement). You're relatively safe up on the L-shaped road that's blocked by the bridge and a coach, and teammates can guard you as you rampage.

However, at some point, you'll want to drop down at the corner near the lamppost to the riverside ceremonial gardens. Note the paths on the map; you can descend by dropping down from the hedges near the parked van, or around the corner, or use the tops of the perimeter garden hedges as an additional height advantage over your rotting enemies.

Have some of your team stand on the hedge or road at opposite ends, creating crossfire opportunities. Dashing down into the gardens isn't wise, as you lose your height advantage, so stay on the tops of the hedges and have the marksman in your group pick up the Magnum and methodically pop the heads of the foes as far as you can see.

Caution

Although you may wish to drop your first Uncommon Infected lurking in the gardens, only attempt this if the subject isn't fleeing, as chasing the Infected leads you into trouble away from your group.

1B, 1C and 1D: Moaning in the Ceremonial Gardens

1B

When the initial packs of lurking folk have been defeated, drop onto the herringbone-patterned brick ground of the ceremonial gardens. A small series of stone planters with a perimeter stone wall on one side and hedge along the other force your team into a stretch of narrow terrain.

Expect your first Special Infected attacks at this point. Minimize their potency by staying on higher ground for example; a Charger can't hit you if you're off the brick ground, jumping from planter to planter.

1C

Have a couple of your team take to the Infected with Melee Weapons, while the others back them up with gunfire. Expect a continuous supply of foes as you force your way through the gardens.

Keep pressing forward so you aren't stuck in this location for longer than you need to be. Staying on the planters, hedges, or the exterior wall by the water forces Infected to climb up to reach you (allowing you more time to drop them), but at the expense of your mobility.

When you reach the stepped garden terraces, remember your choice of exits: the steps ahead of you, or the edge of the sidewalk to your right, by the street lamp.

Due to the continuous attacks from the surrounding area, moving into a building is your overall plan as you emerge from the gardens. However, no matter whether you took the steps up to the parking lot (1C), or you've moved past this dead end, around the parked big rig container truck to the street (1D), there are still enemies to face.

Watch for Special Infected on the rooftops of the nearby buildings or larger vehicles, as they can pull you into corners that are difficult to reach. Work close together, pushing forward toward the two storefronts at ground level and work your way into the building.

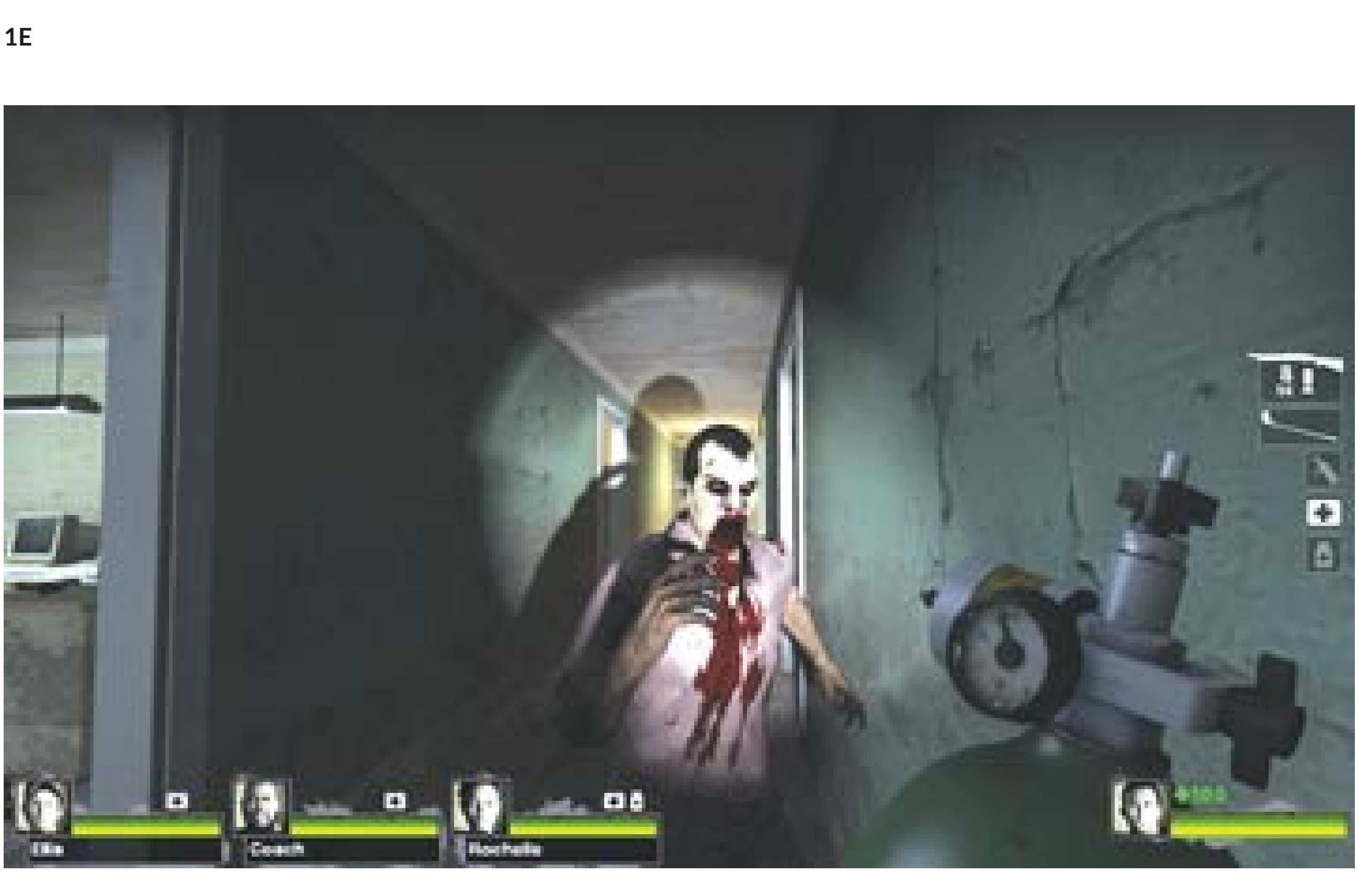
1D

While you're heading toward either of the storefront locations, you can waylay a zombie Horde by leaping atop any of the parked cars. Having two teammates atop the cars, each facing in a different direction, allows them to slaughter a large number of foes while others provide backup.

Enter the building under a long, red, neon arrow marked "Souvenirs," by opening the front door, or by leaping through the glass window. Either leads to a small convenience store. Or, you can step through the other doorway into a narrow Internet cafe.

1E and 1F: What's In Store

1E



Crashing through into the stores allows you to keep the far interior doors inside the stores closed for a moment. Turn to defeat any remaining foes chasing you into the building, then gather a primary weapon. If the current store doesn't have a weapon selection, check the other shop counter.

Grab everything you can and verbally confirm with your teammates that you've cleaned the area of helpful items before proceeding through into the connecting interior corridor behind both stores. Remember that the doors can be closed, and you can retreat back into here if you're overwhelmed in the next area.

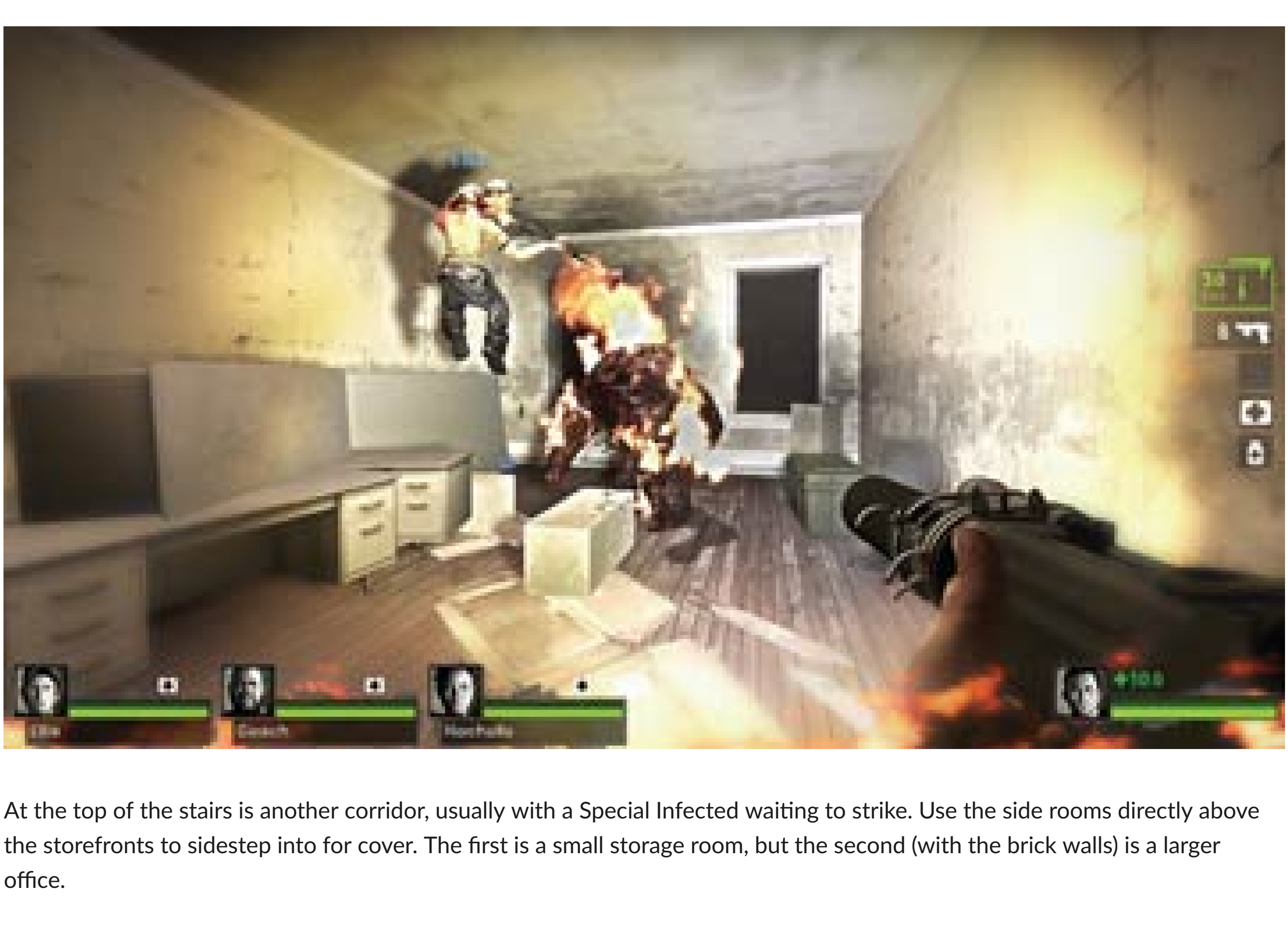
The corridor may have some undesirables hanging around, so tear them apart before checking the rest of the ground level. There are two restrooms along the right wall, the first of which has a First Aid Station to open up.

There's usually a Propane or Oxygen Tank lying on the ground in the corridor, and another after you open the door to the stairs. Your first M60 may also be here, which helps greatly in the combat to come. Remember you aren't being judged on how quickly you leave this building; it is better to plan an attack carefully.

First, be aware that there may be a Tank at the top of the stairs, so have a scout check once you've prepped the area and set traps using Propane or Oxygen Tanks. Place them halfway up the stairs or at the entrance, and have the rest of your team retreat.

If you're all advancing, remember that Special Infected like to ambush stragglers from behind, so appoint someone to watch your tails. Should the Tank or other Special Infected be seen on the upper floor, back up so your entire team can fight it, and detonate the explosive Propane or Oxygen Tanks as the foe descends to reach you.

1F



At the top of the stairs is another corridor, usually with a Special Infected waiting to strike. Use the side rooms directly above the storefronts to sidestep into for cover. The first is a small storage room, but the second (with the brick walls) is a larger office.

Inside, you may find your first Foot Locker; be sure every teammate grabs an item if they need one, but watch for cunning enemy attacks from the adjacent open window. This is also an escape point if you're being overwhelmed inside the building. Finally, this room may have a Grenade Launcher or M60 in the far-left corner, but this appears randomly.

At the far end of the corridor is a doorway on your left, which leads into a small speakeasy. Leap the counter or through the opening in the bar itself, and head straight for the exit sign; the only way out of here.

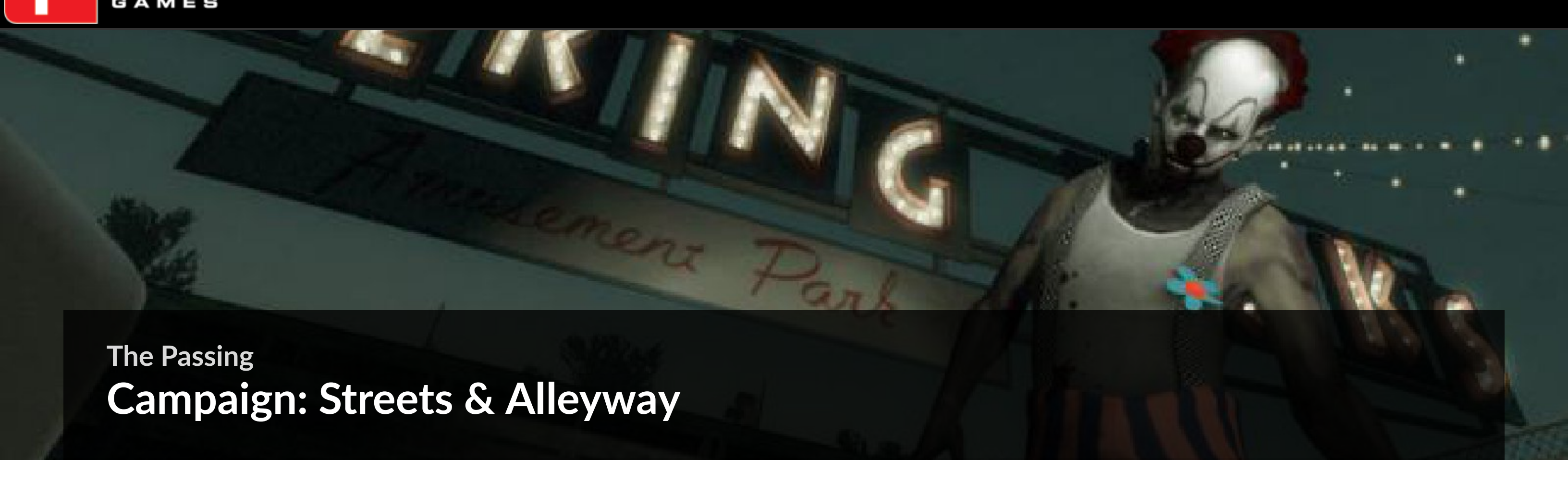
This leads to a small, darkened exit area with a tiny, dark alcove on your right. If the Foot Locker didn't appear previously, it will be in this small area, so gear up before you leave. Be prepared for a Special Infected assault as you tumble onto the outside balcony.

Tip

Practice moving through these tight corridors and rooms both forward and while back-pedaling, so you can keep firing at a foe while you retreat or run.

Tip

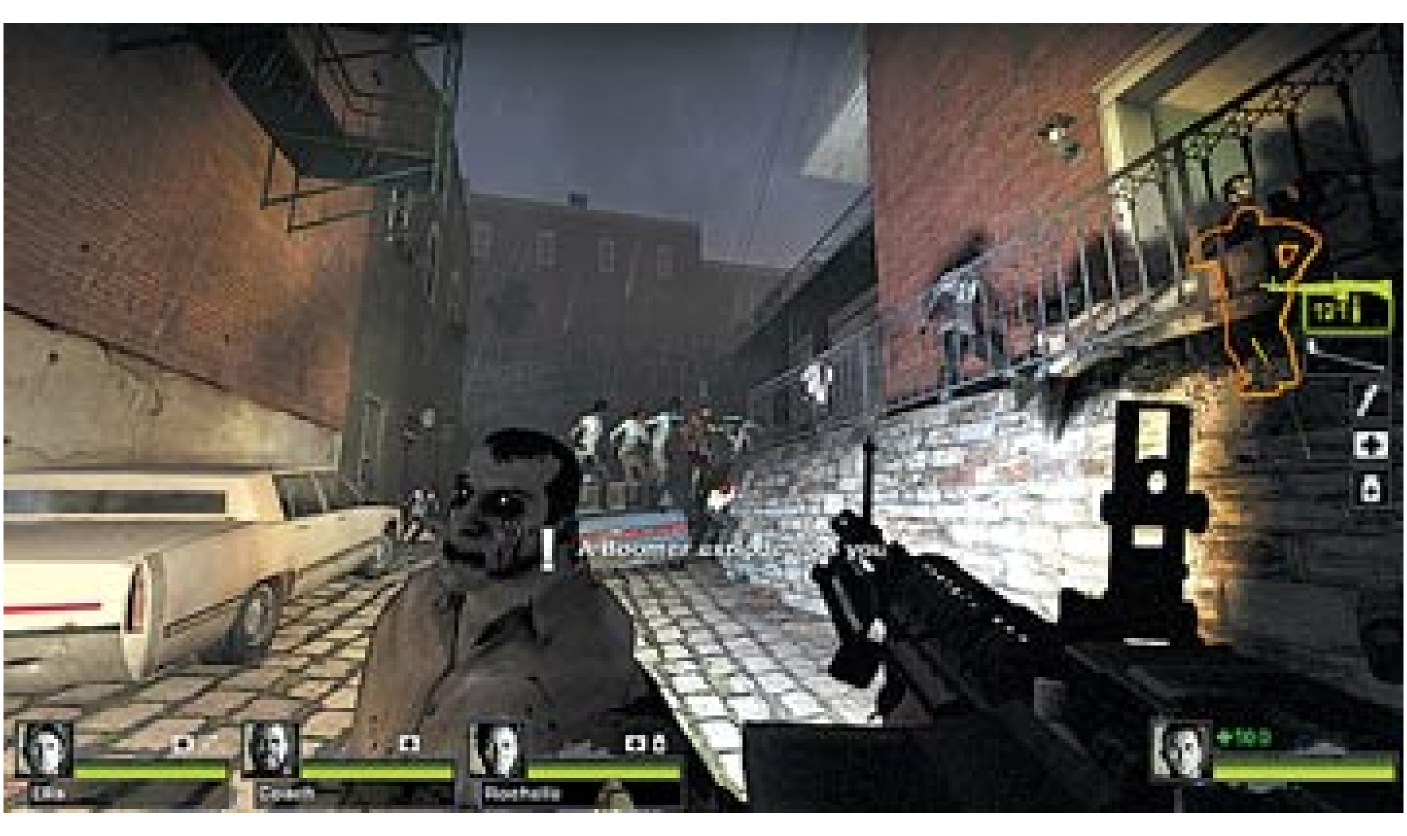
The Foot Lockers have a never-ending supply of a single type of projectile weapon or health item. Remember to keep coming back to them if you're needing an extra boost during combat throughout Area 2.



2A, 2B, 2C, and 2D: Alleyway of Anguish

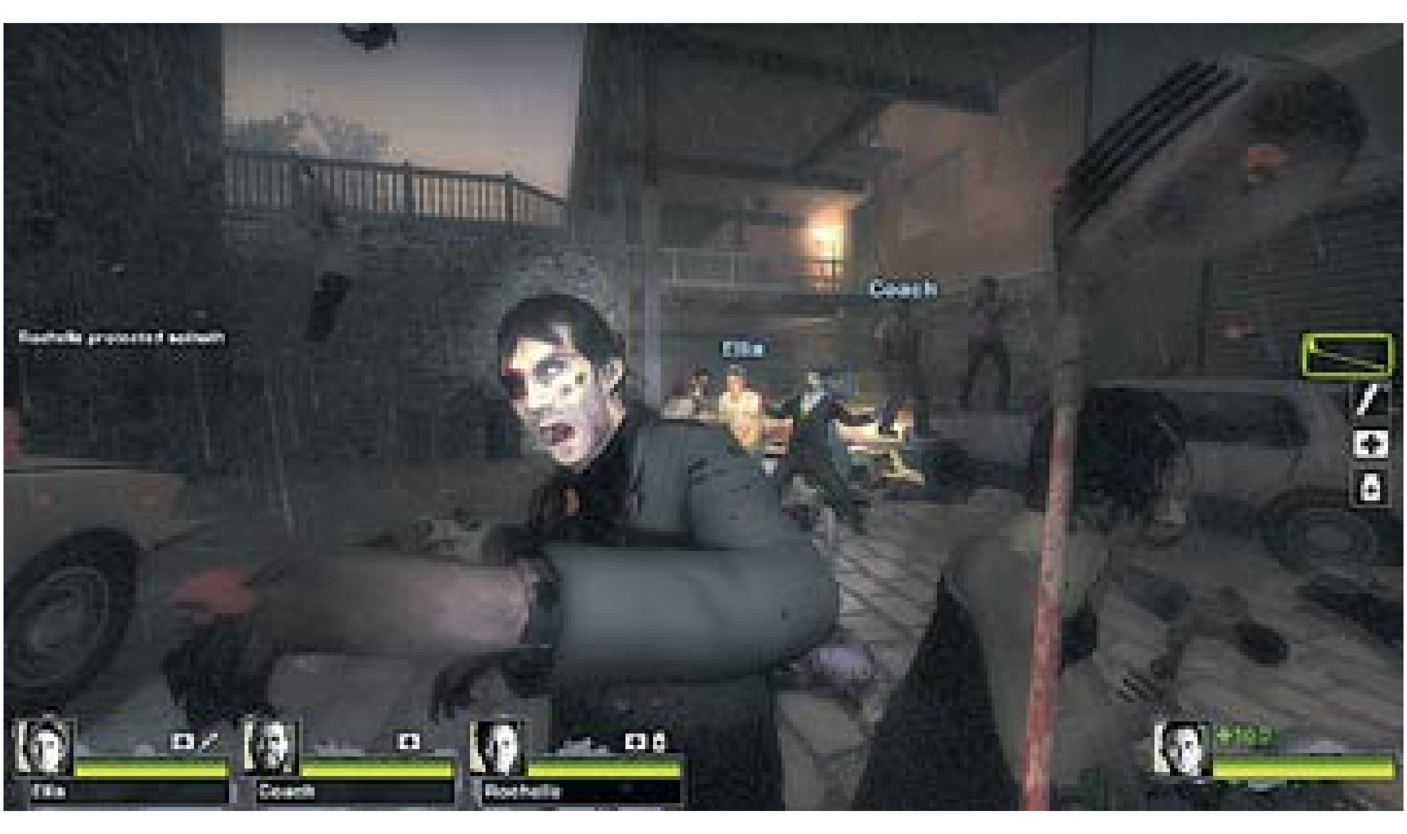
2A

Position your teammates so they're covering the alley below you to the left and the right. Also look down if you're scanning for Common Infected, and look up and around at the rooftops, as well as the truck to your left, so you aren't assaulted by Special Infected.



When there's only a few foes, have your scout drop down and maneuver right, around to the main, lower-level street. Close in on your scout, with all of you keeping relatively close together (but not standing so you're all struck by a Charger), and quickly study the walkway platforms and decks above. You'll be heading there later.

2B



Move around from Location 2A, into the cobblestone street, and venture forward, toward the very long, narrow road covered by decking and dotted with parked vehicles. As ever, be aware of the possibility of car alarms attracting a Horde.

If all four of you are armed with primary weapons, with two facing forward and the others checking the sides, above, and behind for more cunning enemy attacks, you can navigate this alley and head into the main covered thoroughfare with minimal problems, even if you're swarmed.

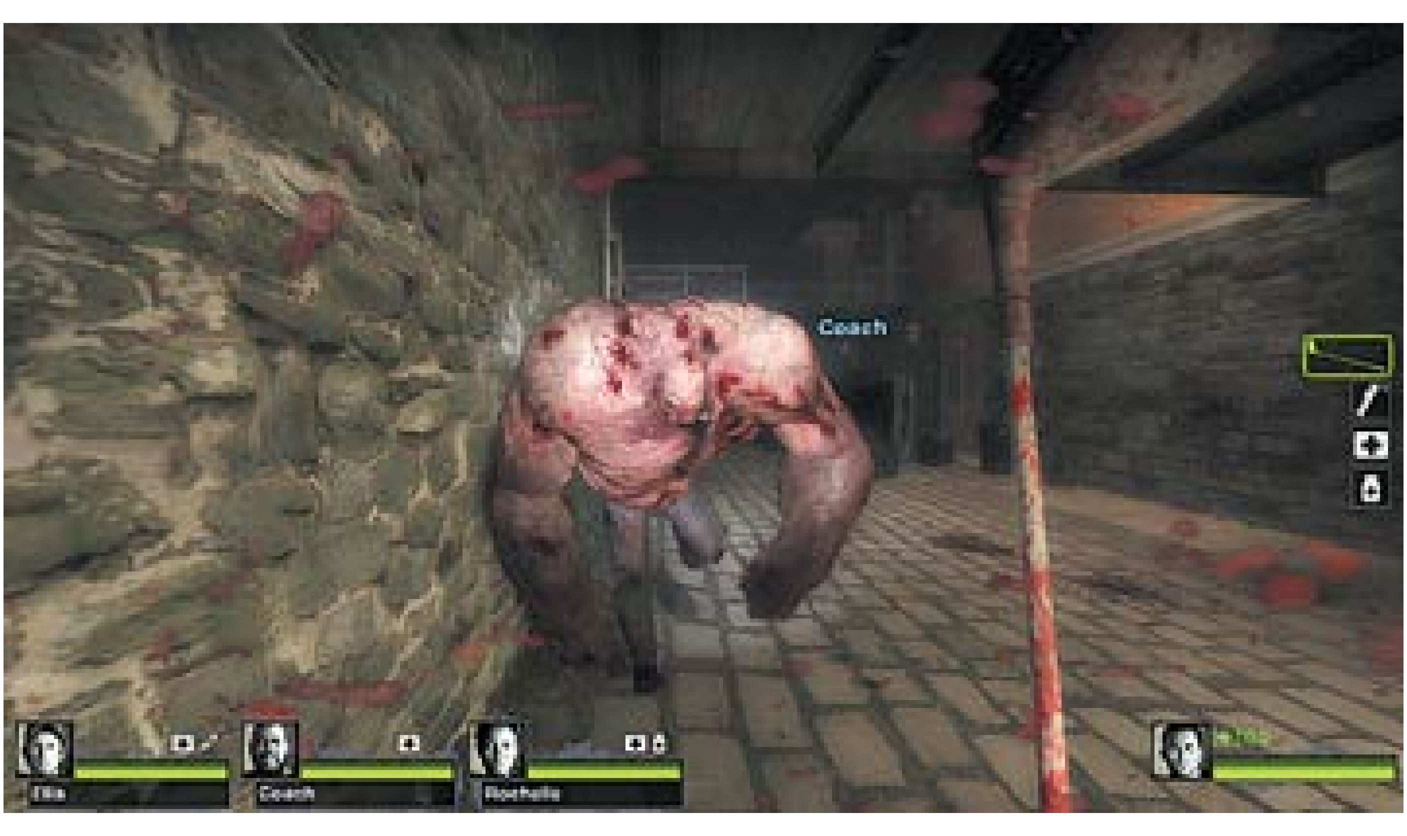
Tip

You can leap onto the concrete wall that segments the end of the street, and then onto the roof of parked cars, but you run the risk of activating a car alarm. However, if you go for the extra height (especially if you're on the wall, and there's two of you each watching 180 degrees around), you won't be swarmed by foes as quickly or easily.

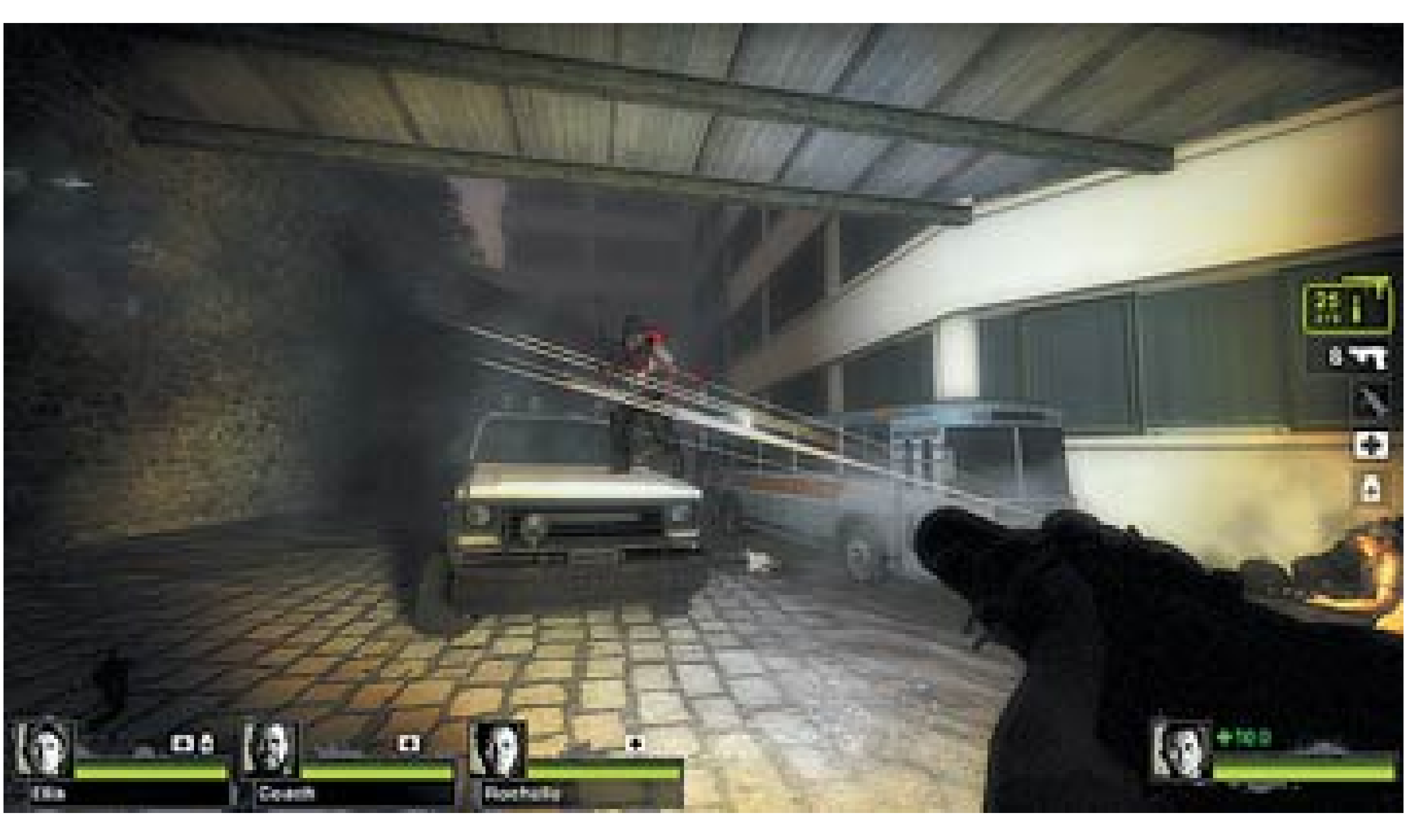
Tip

Molotovs should be used early, delaying foes from running in from behind you. Be aware that you're in a long, narrow area where the only escape route is to flee forward or retreat backward.

2D



Move along the alleyway, using the vehicles as cover, and being on a constant guard for the possible attack from a Tank or Charger. If the Special Infected combine the attack with the stormy weather, it can be extremely tricky to fight back if you're too spread out.



Sometimes, it is better to simply sprint along this road to the opposite end (Location 2D) and the 180-degree left turn to the sloping, higher ground.

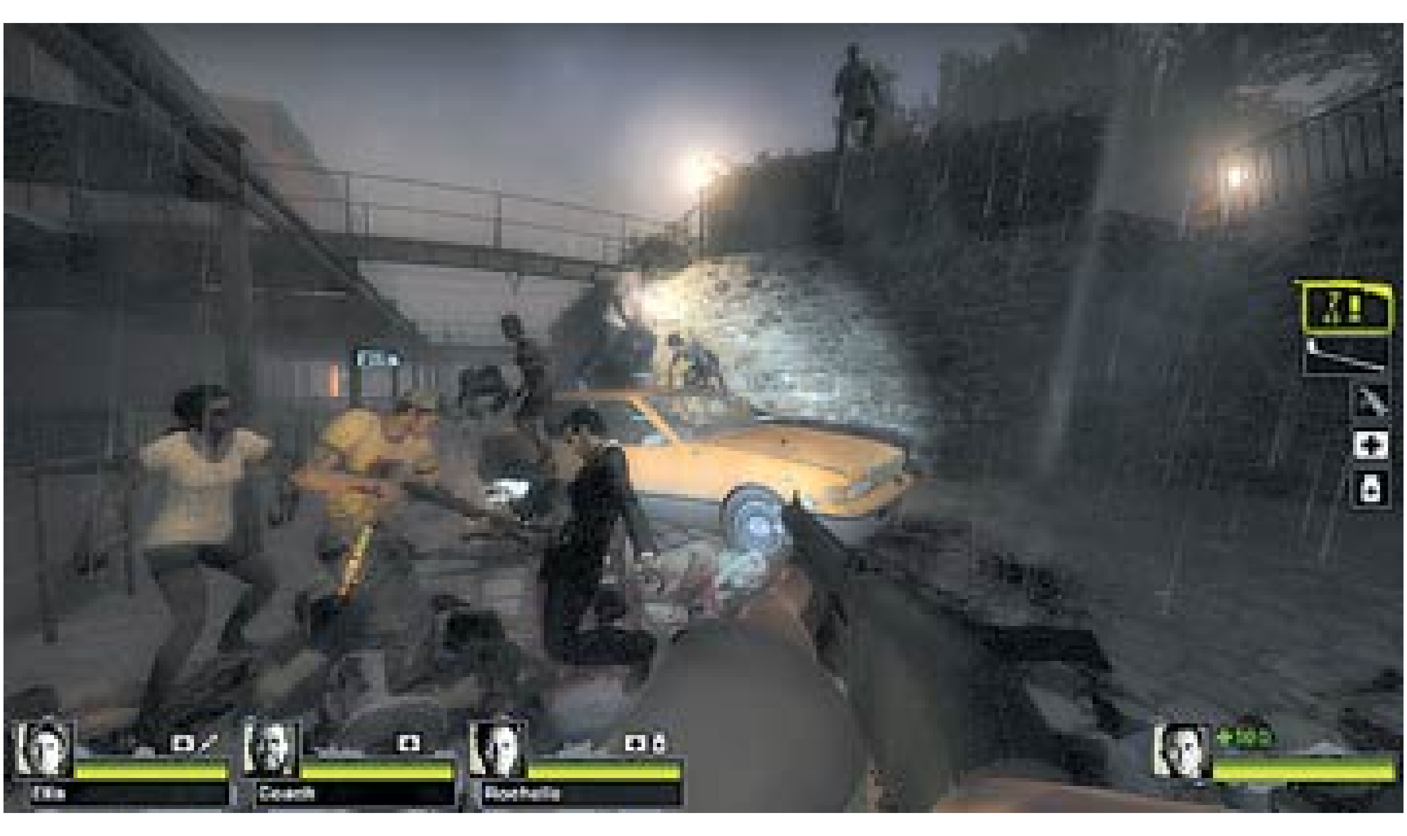
If a Tank does appear, you can either back up to Location 2B, which offers a wider area to circle-strafe and more walls to hide behind, or you can split up with two Survivors dashing past the Tank, and all team members raking the foe with crossfire. This is a good time for projectile offense and health boosting items, too!

Tip

Finally managed to cull the Hordes, and a Tank? You might want to dash back to a Foot Locker at Area 1, stock up, and then continue.

2E and 2F: Upper Ambush Alley

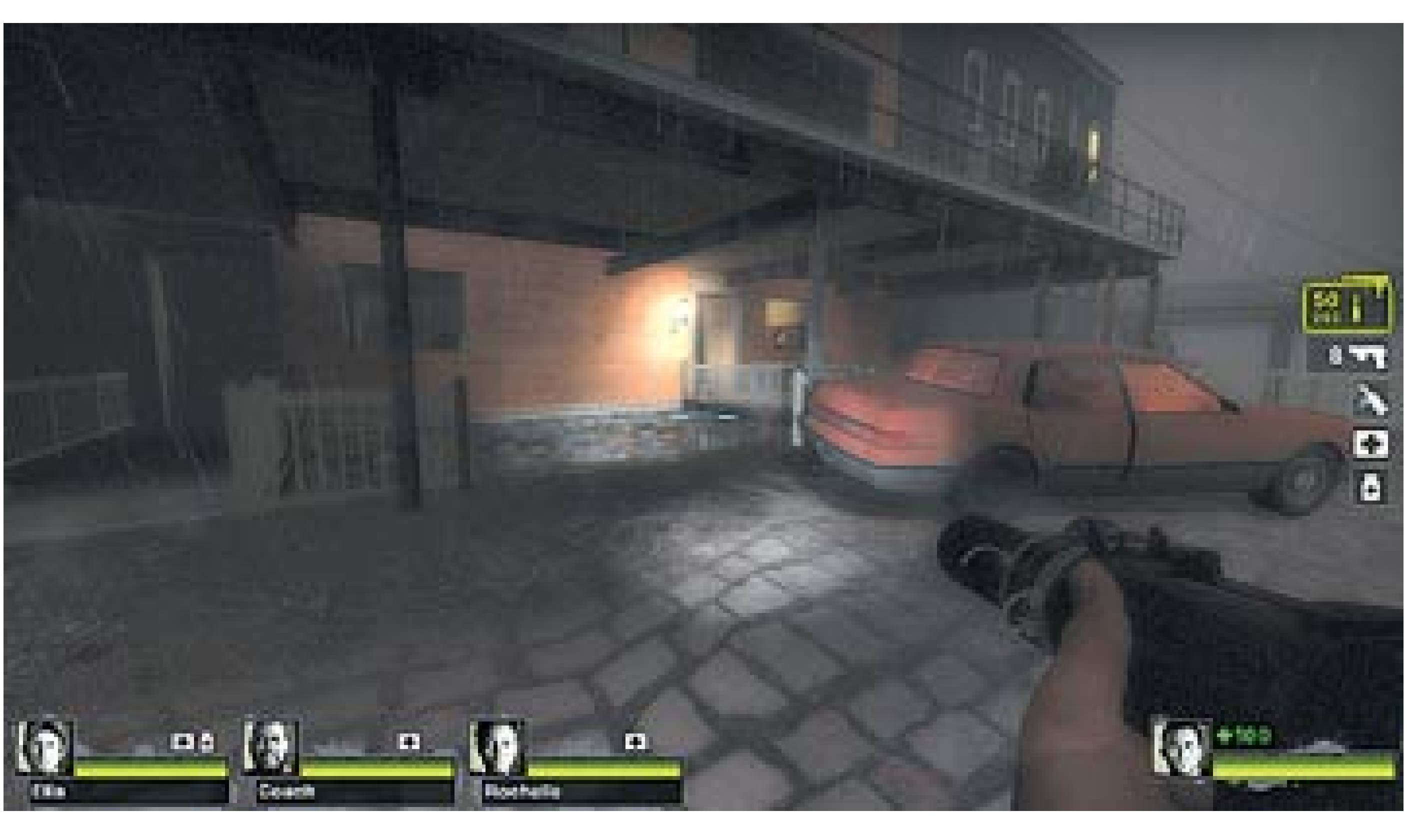
2E



You'll have seen the streaming Hordes dropping down from above. This type of ambush continues as you climb up a sloping cobblestone road to a second alley adjacent to a stone wall with a hedge atop it.

To your left is a tenement block of apartments. Your team is at a disadvantage, as you're attacked from above as you edge along this road, so it's a good idea to move quickly to the far end of this cul-de-sac and search for either of the deck bridges into the tenement building itself. The lamp by the front door allows you to spot the second of the two bridges.

2F

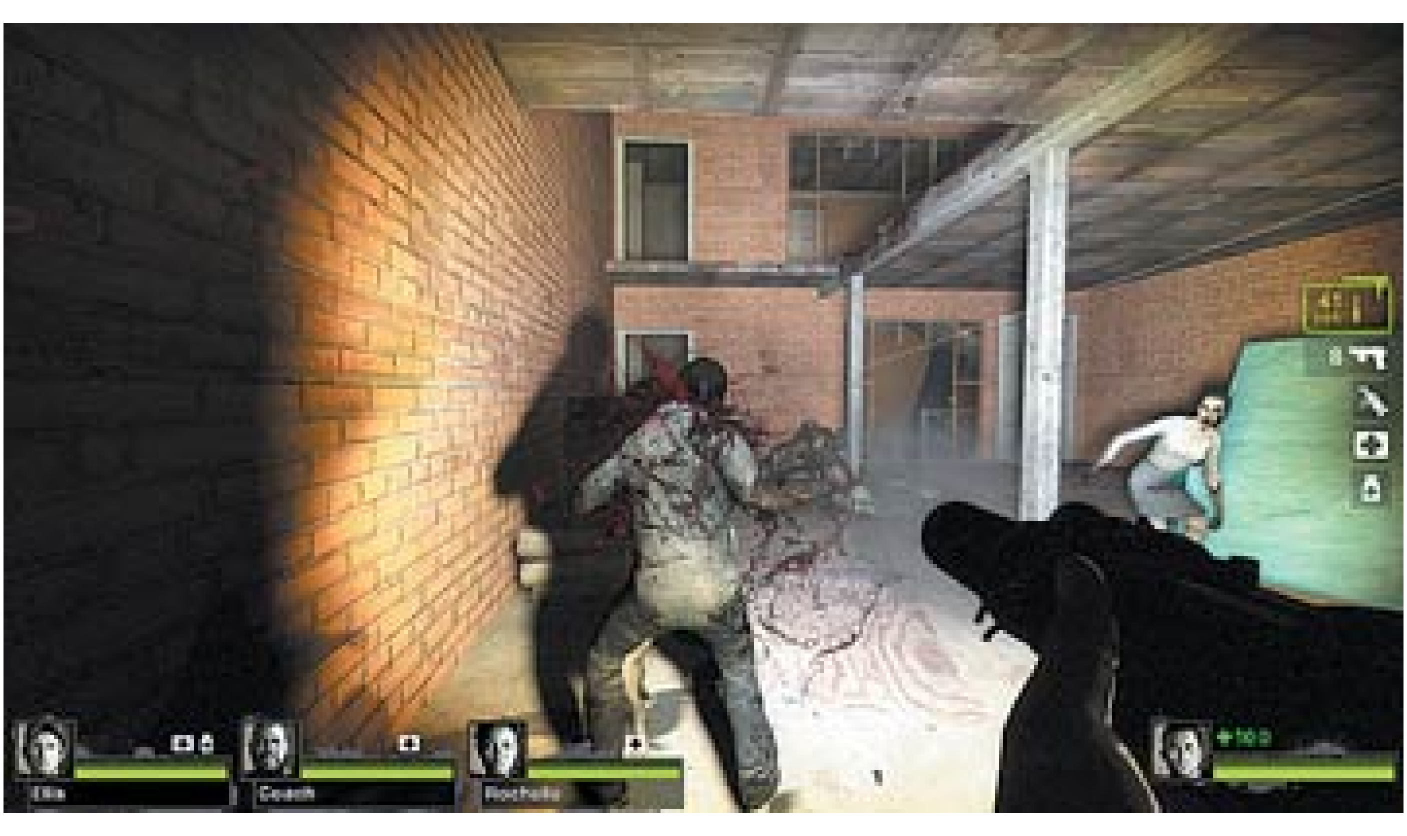


During this time, remember the parked cars still may be alarmed, and attacks are both numerous and shower down on you from above.

This is particularly problematic with Special Infected such as the Smoker, whose tongue can drag a foe away from the main pack, so be vigilant and note that foes can attack or drop down from the decks on your left, too. A much better defensive position is inside the tenement apartments, so head in there as a group as quickly as you can.

2G and 2H: Tenement Blockade

2G

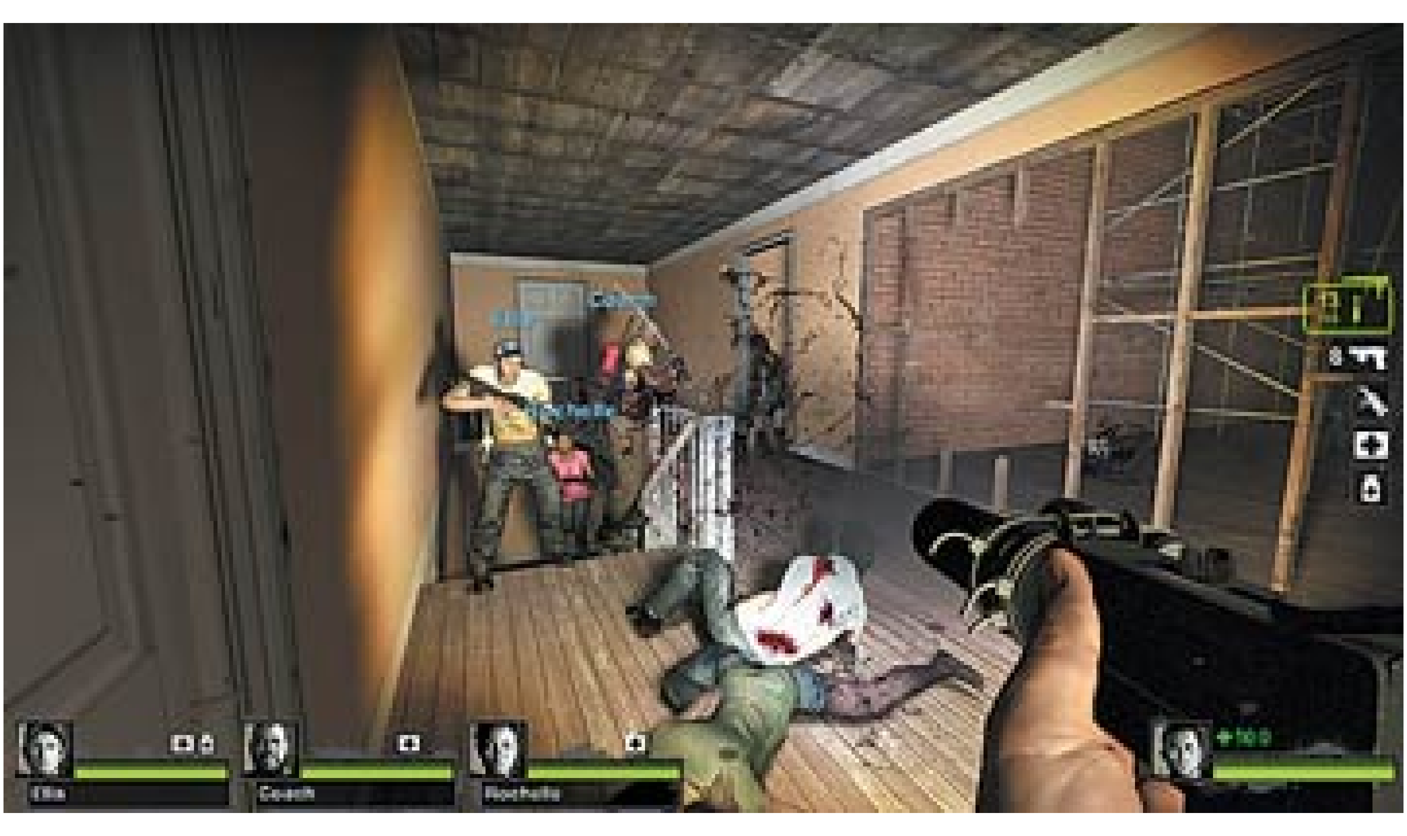


There are two exits from the cul-de-sac; both lead to two adjacent, multifloor apartments. Both are accessed via a separate deck bridge. The left apartment is half-finished, with piles of rubble (and corpses) littering the ground. Give the door a shove as if you were opening it to enter the building.

The right-side apartment is open, with a half-broken door leading to a living room with a Secondary Item on a shelf, inside. Both of the lower levels lead out to a shared stairwell up to the top floor.

This lower floor is a respite from the combat you just waded through; if your team is in jeopardy, rush into the left apartment, slamming the door behind you, and tag any chasing foes through the nearby window.

2H



Upstairs, both apartments are unfinished, but the one on the right has an additional mezzanine level that may contain a few more items. But the main cache of Primary Weapons is located close to a hole in the ground, inside the left apartment.

The hole drops you back down to the lower level. There are a couple of smaller bathrooms (watch for Special Infected ambushes), and other doors that are firmly closed, leading to a choice of only two exits. You can rest and regroup for a moment, before peering out of either of the two exit doors.

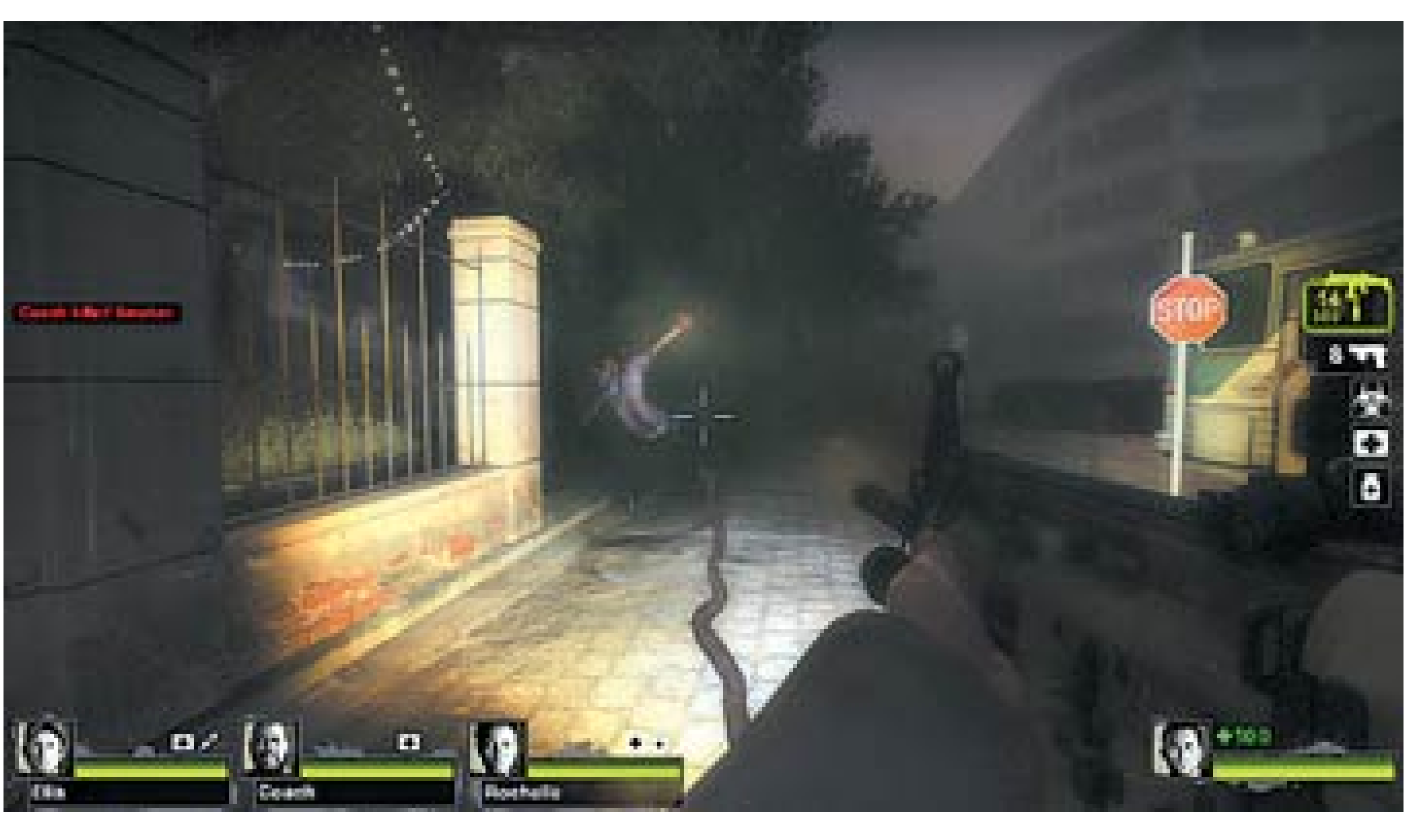
The paved deck may contain the Infected, so plug away at any stragglers, using the cover the buildings afford.

The Passing

Campaign: The Park

3A and 3B: Too-Dark Park

3A



Out on the topmost deck and balcony, the enemies no longer have height advantage, and you can always retreat back into the building and stand at the door if a Horde is summoned. But to progress, you must step onto the paved deck and across one of the three deck bridges to a new cobblestone road littered with parked traffic. There is a park entrance behind a parked coach.

This is a key location to keep safe, as you should gain entrance into the park only when Infected threats on the deck and road areas are safely nullified, as you don't want foes following you in. Hold your ground at the park entrance, taking foes down until no more are lurking.

3B

Then enter the park itself. The continuation of the park is to your right, although the initial circular tree planting area and formal grounds (now overrun with weeds and the undead) has a couple of possible item pick-ups around its perimeter.

As the Infected begin to sport a more formal type of attire, you realize you've stumbled into a wedding gathering, but there's little sign of the happy couple. Just a familiar, terrified weeping that you've heard before....

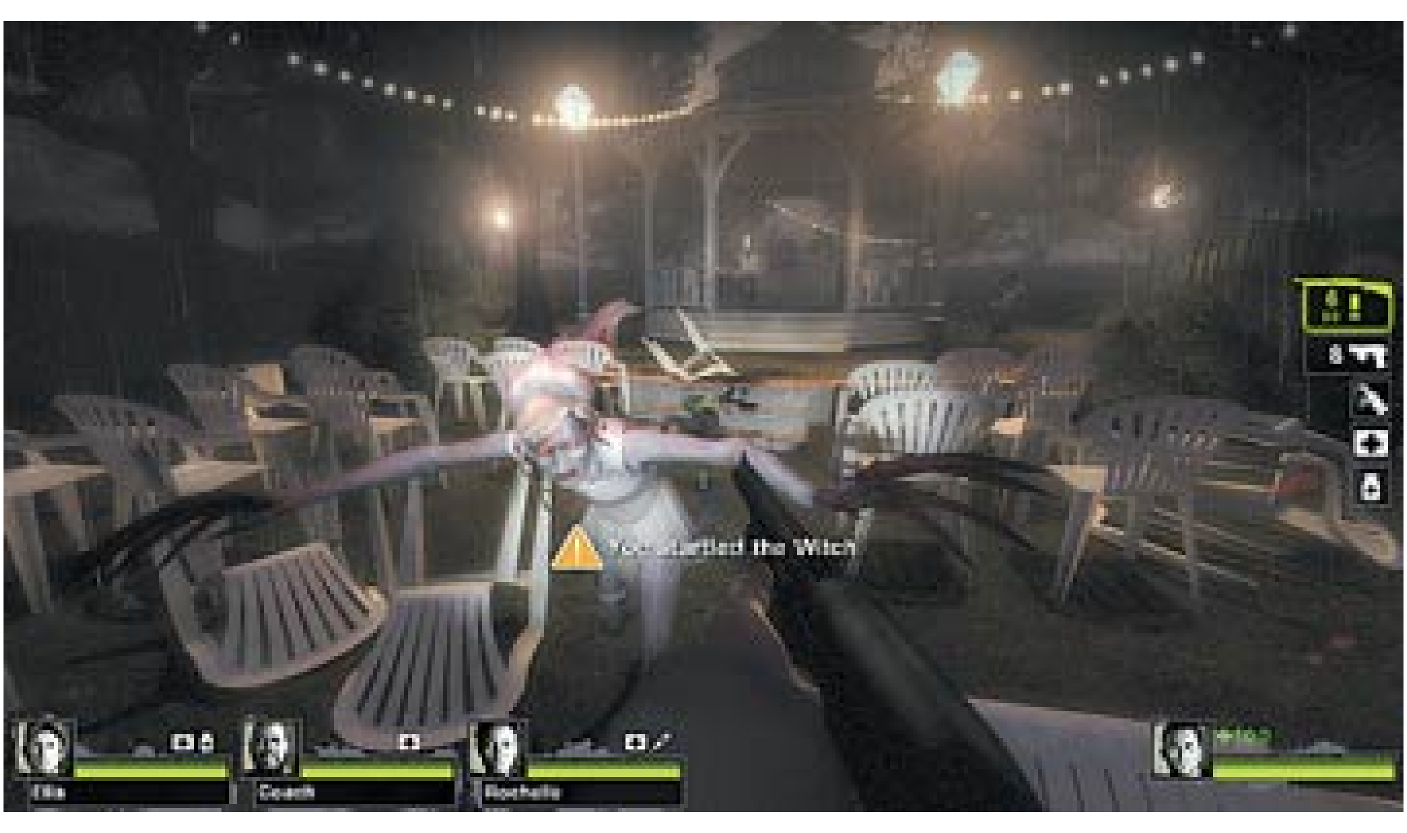
3C, 3D, and 3E: Here Comes the Bride

3C

Whether or not you're fighting enemies in the initial grassy park courtyard, it is recommended you deliver the last killing blow to an enemy before venturing farther into the park.

Atop the next set of shallow steps are the remains of a wedding ceremony. All the guests are the frothing foes you've been slaying, and the scattered plastic chairs, and two white tents (the one on the right has a speaker) lead to a gazebo, where the corpse bride is sitting on the ground, weeping.

3D



There are a number of ways to deal with this Witch, who is just as vicious and aggressive as those you've previously encountered, although this one is clad in the tattered remains of a bride's dress. Here are a few plans to try:

1. Each of your team should take extreme care, stepping around the Witch and giving her a wide berth, moving around the perimeter of the gazebo without startling her and then fleeing to the band stage, toward the Safe Room.

2. A secondary plan can also work if you dash past her before she wakes up, then fight her, and the Horde she automatically summons when she's disturbed, on the cobblestone street close to the Safe Room. You're more exposed to Special Infected attacks if you try either of these two plans.

3. If there's a raging storm, the Witch becomes more angry and chases the nearest Survivor when they step too close to her. If the storm is brewing, wait for it to pass before stepping near the Witch.

4. You can switch on the monitor speaker, which is sitting atop the amplifier to the right of the plastic chairs. This freaks the Witch out immediately and she launches an attack on the Survivor responsible, or the human within her path to the human who turned on the speaker.

5. If you decide to startle the Witch, be sure your teammates are scattered about, and all are training their weapons on her. Lobbing in a Fuel Can from the bottom of the steps (3C) and causing a fire that the Witch has to run through allows you to drop her before she can damage any of your team.

3E

No matter if you defeat the Witch quickly or not, you still have to face the Horde of lobotomized and decaying wedding guests. This is the perfect time for a projectile weapon; tell your team you're about to throw one, so you don't all lob in a Pipe Bomb or Molotov at the same time, and then shoot the zombies like rotting fish in a barrel.

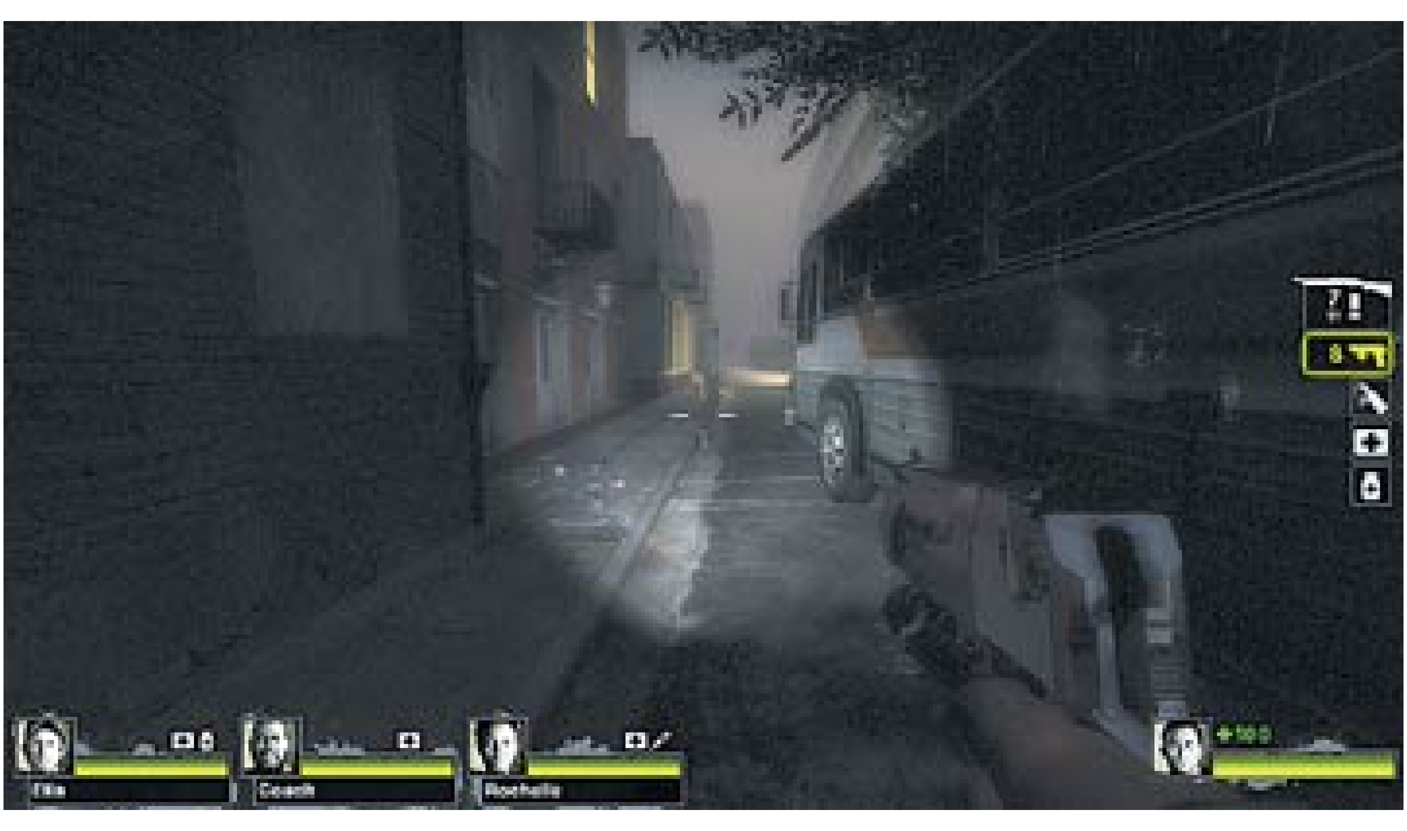
If you're being troubled by Special Infected, or you want to make a stand in a locale with a little more protection, move through the park, following the dangling lights toward the road with the illuminated streetlamp, and make a stand on the stage.

If you're yelling orders to your teammates, stand near the microphone for a little amplified fun! Otherwise, check both tents and hold off the enemies here, which works well unless you're struck by Boomer bile or Spitter spittle.

Remember that one of the tents may have a Foot Locker to ransack! However, with so many directions from which the undead can appear, it is preferable you leave the wedding party and take to the upper street with as much haste as you can muster.

3F and Finish: Cobblestone Carnage

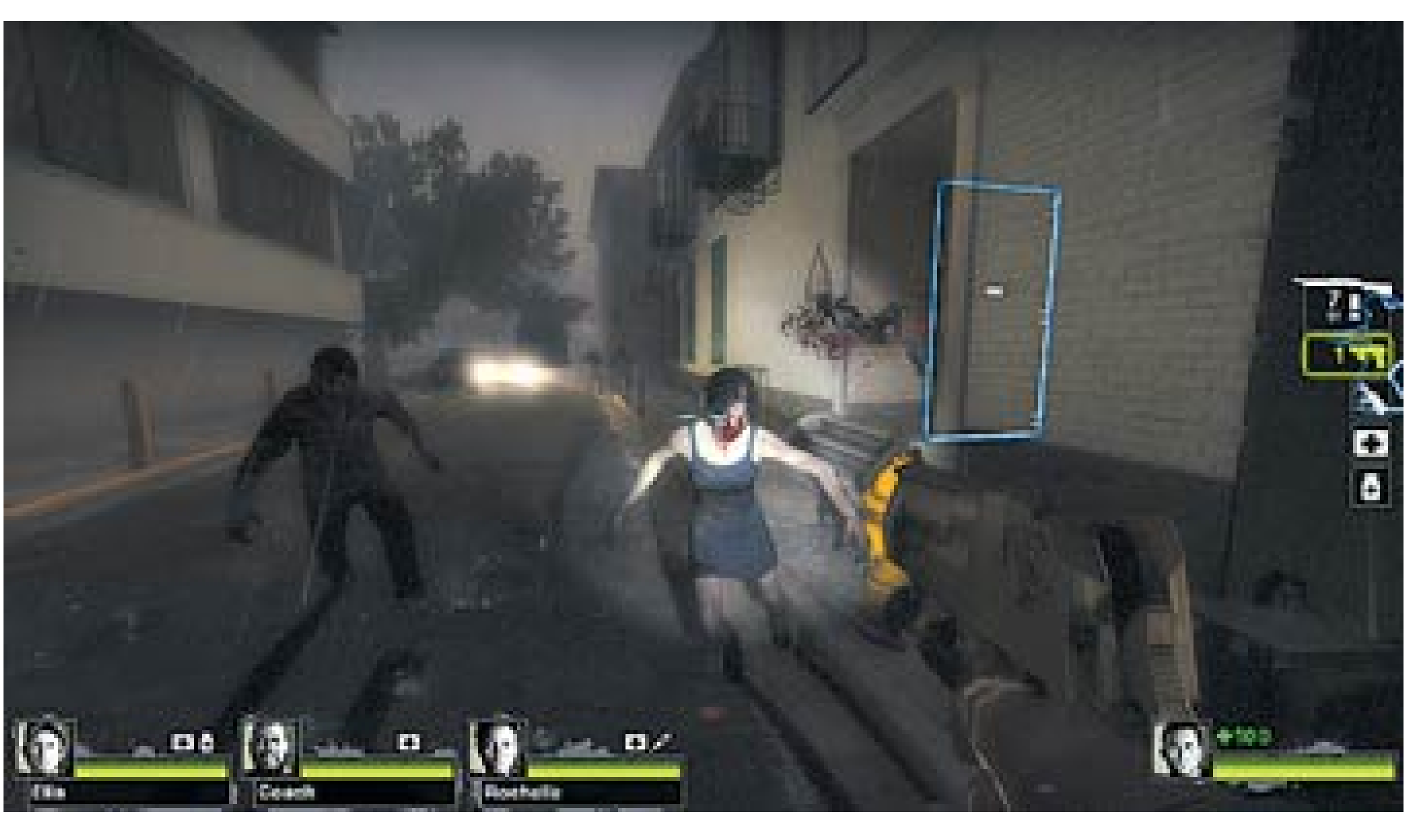
3F



The final, mad dash to the Safe Room involves dashing up the park exit steps, turning right, and then hugging the left buildings as you sprint along another street, keeping to the sidewalk because this offers protection on your left, and exit into the Safe Room, which is inside the structure with the whitewashed brick work.

Along the way, expect a final series of attacks from Special Infected, but you'll usually encounter more docile normal zombies, which make for a quick exit.

FINISH



There's a small cul-de-sac to your right around the edge of the park, but there's no need to investigate that area unless you want to be waylaid by a Special Infected.

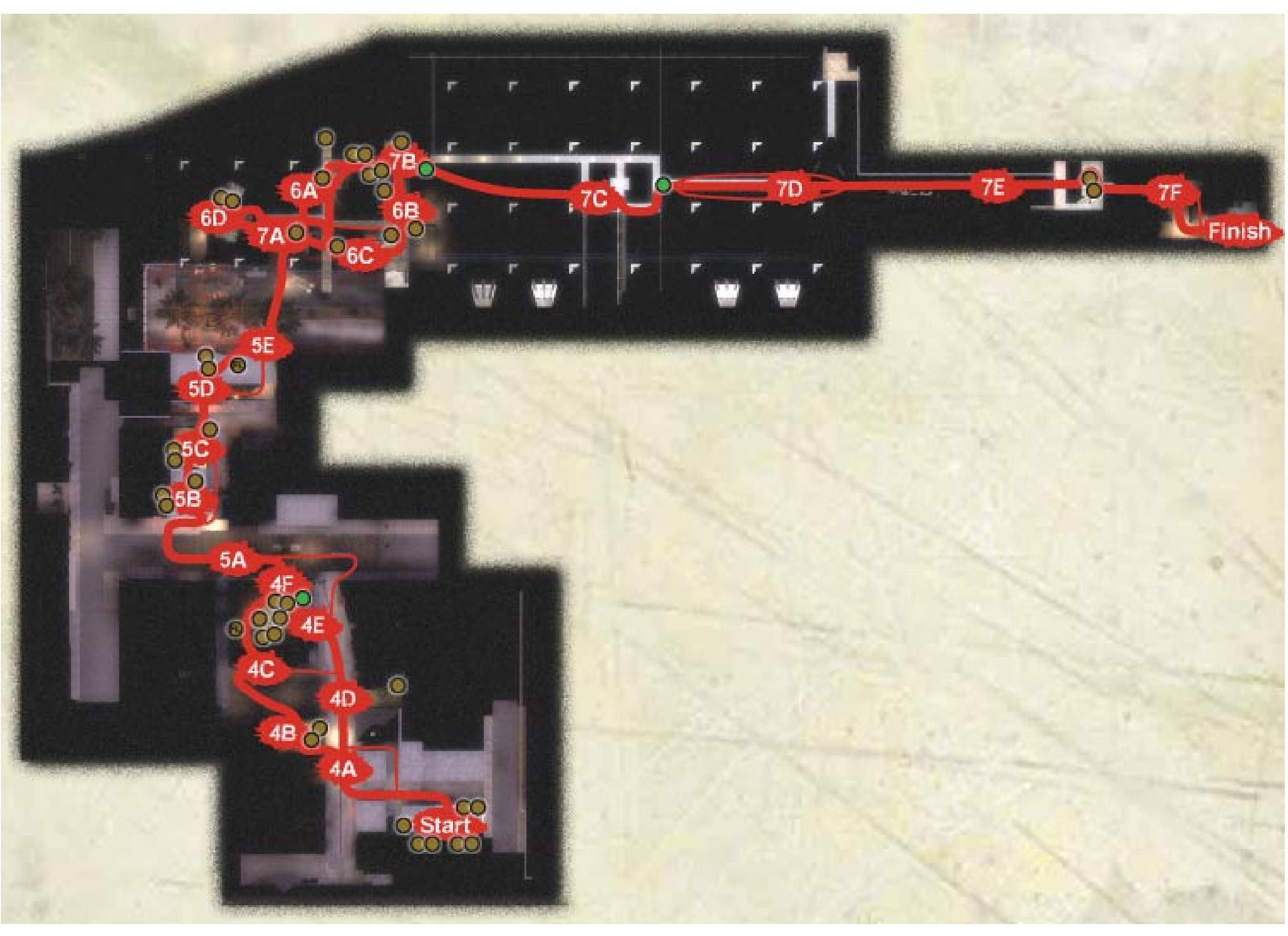
The same is true of the coach parked at the far end of the street, which offers nothing except a few more Infected to topple.

A better plan would be to tag a couple of foes, waking up the rest of them, and then slaughter them from the Safe Room entrance before you shut the door and take a breather. Next stop: Underground!

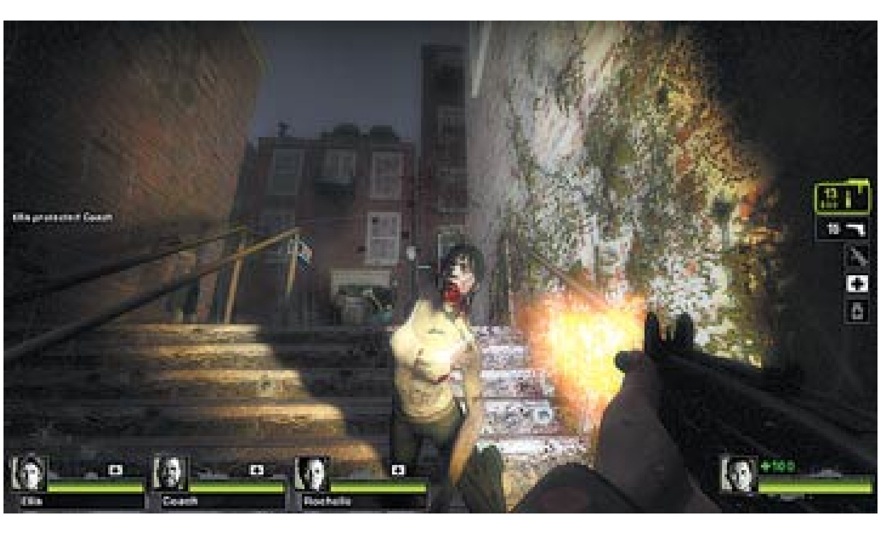
The Passing

Campaign: Pool Hall

Start and 4A: Savagery on the Steps



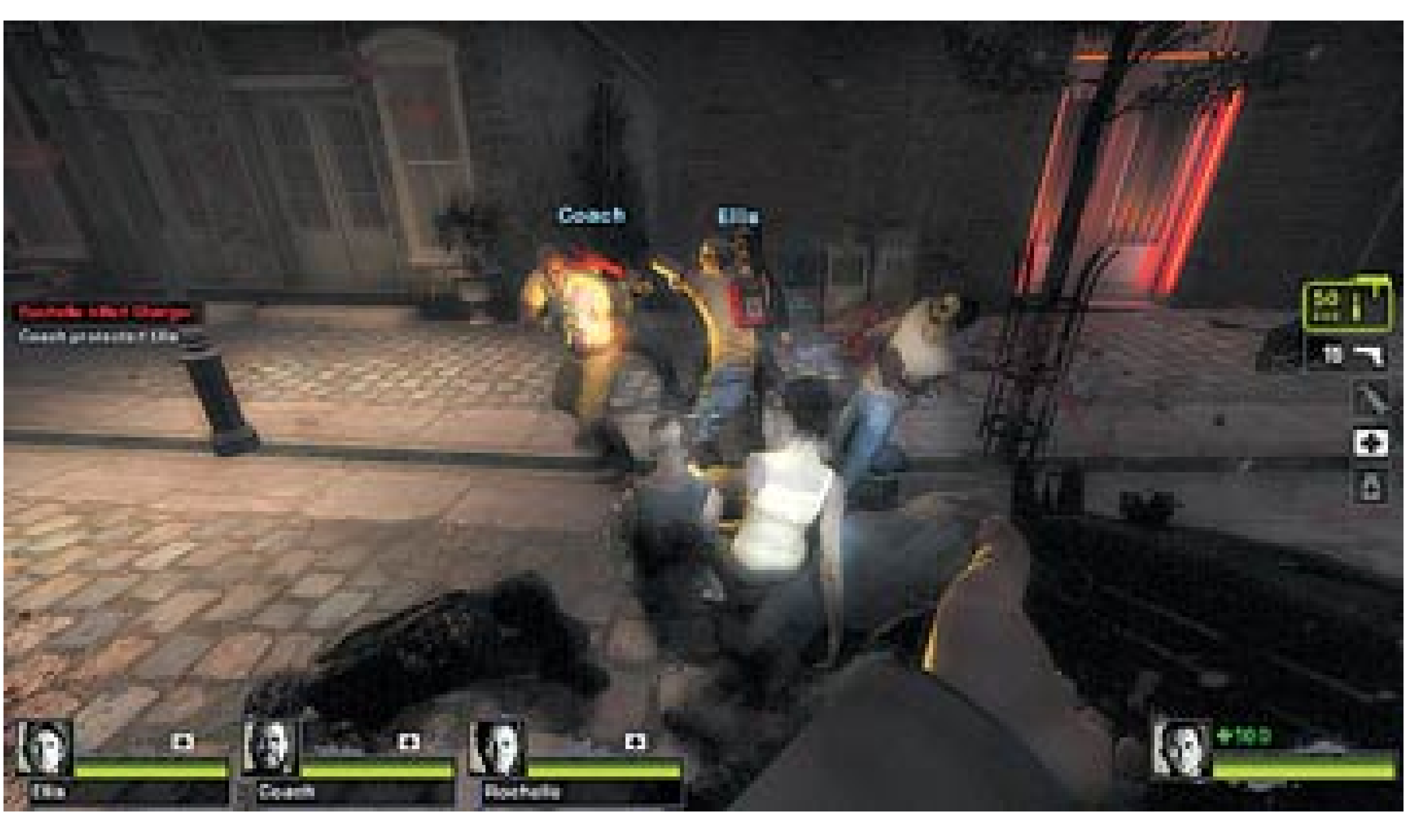
START



Exit the Safe Room and check to the right (for a lurking Special Infected). But mainly check left; travel up the steps to a narrow intersection of alleys that allows you to split your team (preferably into two teams of two), so half of them can head to the right, around and up to the main street itself (4A).

Either set of steps leads you to this point, and expect scattered and lurching foes along the way, with a chance of a Fallen Survivor to tackle, too.

4A



The narrower alleyway steps allow you to sprint across the cobblestone thoroughfare, and into a clothes shop (4B) (either path enables you to reach this point). You may wish to clear the dead-end street to your left as you reach the cobblestones to avoid any ambushes from behind and to cleanse the area completely of foes.

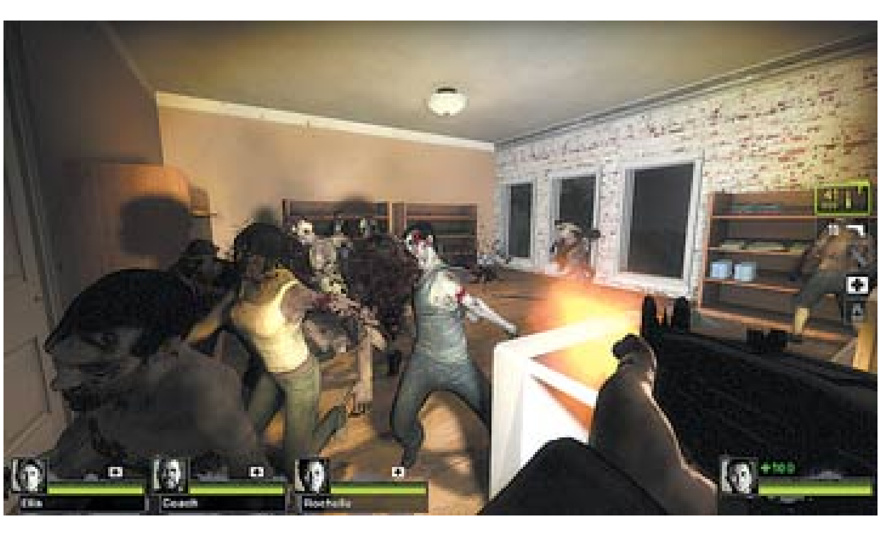
When you're done, you have a couple of path options, although they can merge and both allow access into the main Bar Room and Pool Hall at the far end of the street.

Note

It is at this point that an increasing number of Common Infected attack you while sporting the latest in Midnight Riders T-shirts. The band might be nearby. Hopefully Coach won't have to kill one of his heroes....

4B and 4C: All Appendages 50% Off!

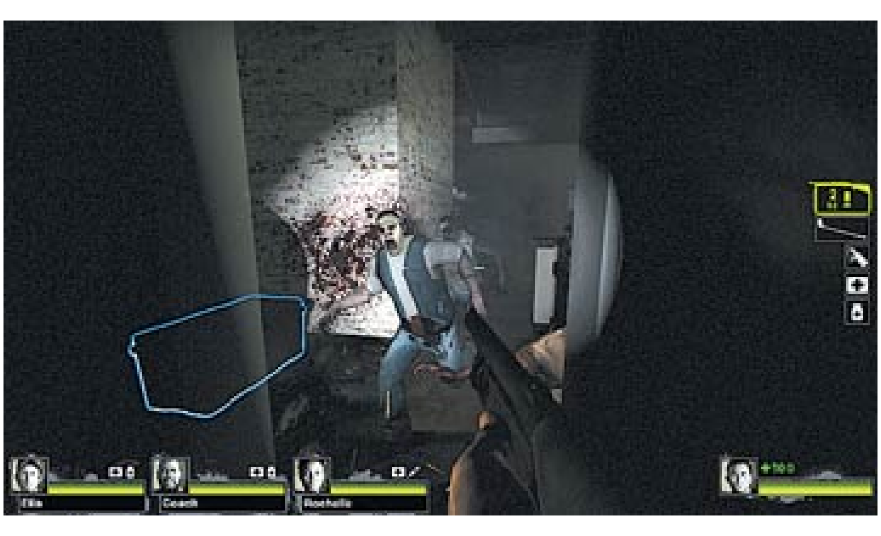
4B



A slightly quicker and safer route to reach the Pool Hall (4F) is to cross the street, and head up the steps to the left, into the clothing store. The steps are just before a streetlamp in the middle of the thoroughfare and across from Jules' Fresh Crawfish shop.

You may need to battle up through a Horde of T-shirt-wearing Infected as you push into this chamber, which has the benefit of a raised exit (making your foes climb to reach you and enabling you to easily pick them off) and a good flow, meaning you can escape from either opening if a Tank or other Special Infected starts to wreak havoc.

4C



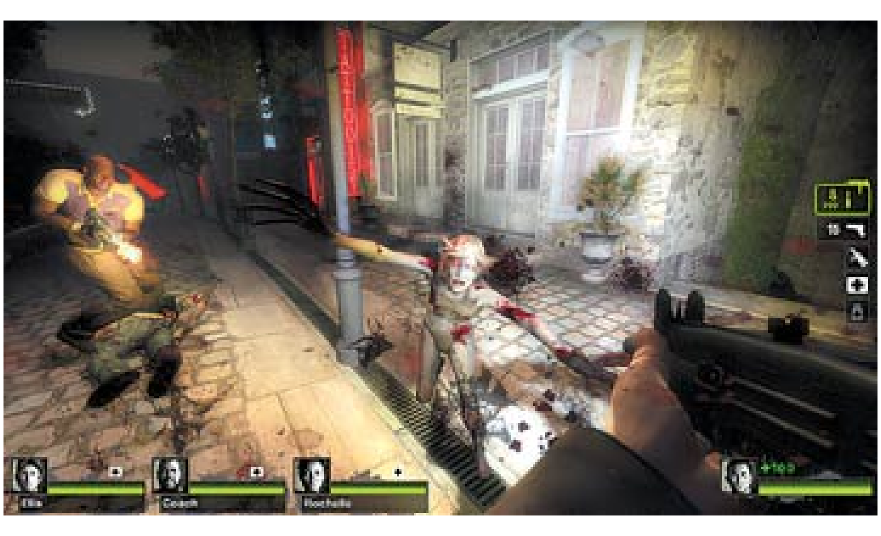
Inside the store, stop to pick up any scattered weapons and items you want, and then drop down from the open windows onto the small grassy garden. A quick dash across the gardens to the left allows you to reach a side entrance and storeroom leading directly into the Pool Hall (4C to 4F).

This is of particular importance as this is a good alternate entrance to the open window, which can sometimes be guarded by a Witch. The only drawbacks are the dark and cramped storeroom and the hedge-lined outside alleyway near the gardens, which can allow Special Infected ambushes to catch you unawares.

Get inside the Pool Room building as fast as you can and check the brick alcove to your left as you enter the main Pool Hall; there may be a Foot Locker here.

4D and 4E: Carnage Near Club D

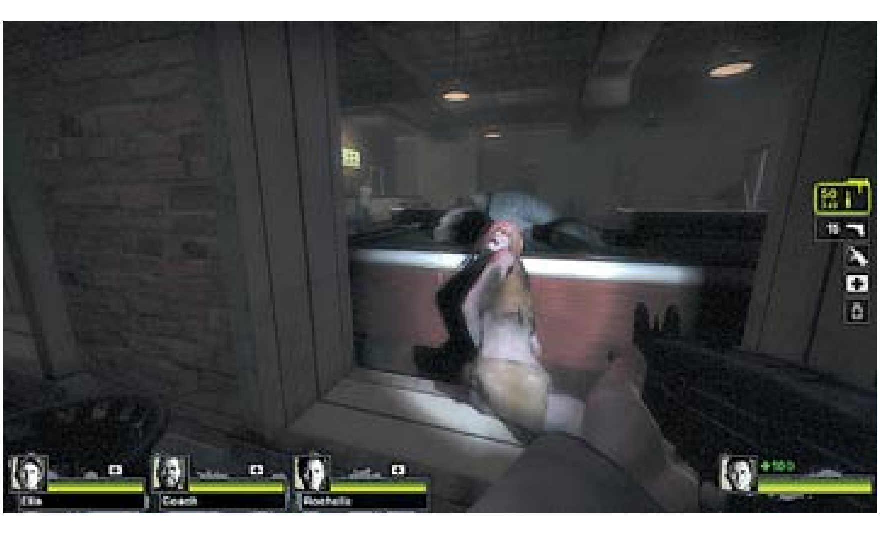
4D



If you elect to ignore the clothing store, or you've ransacked the place and returned to the main thoroughfare, beware of possible Special Infected attacks, especially from a Charger that can split up your team.

A second open shop—the tattoo parlor on the right side of the street—has a witty quip inside as well as a possible item or two. Check there before heading toward the "Club D" neon sign at the far end of the street.

4E

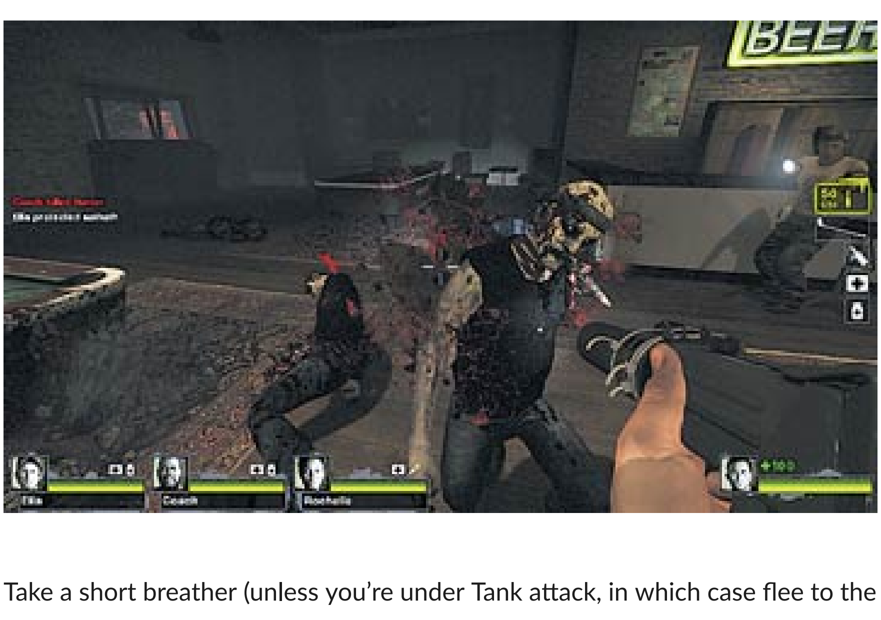


Notice the major sewage problem and some fencing you can squeeze through (which would drop you down into the muddy ooze close to Location 5A). However, it's far better to hop left at Location 4E onto a bench, through an open window, and into the Pool Hall itself.

The reasons become apparent as soon as you enter the Pool Hall itself. Make sure your entire team is heading into the hall, either via the side entrance (4C) or the open window (4E), so foes don't get to pick off the stragglers.

4F: Pooling Resources

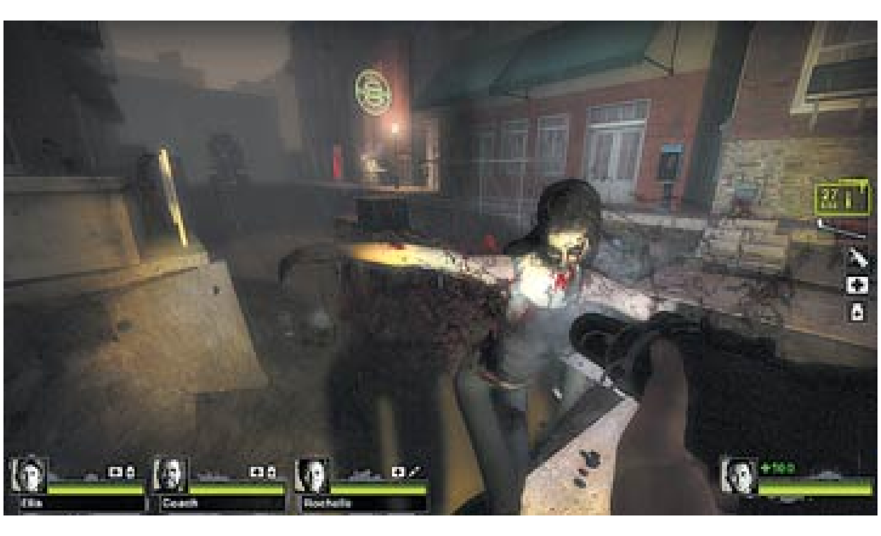
4F



Take a short breather (unless you're under Tank attack, in which case flee to the road construction outside). Begin to take advantage of the Pool Hall; there are a number of powerful weapons scattered about the tables, and the tables act as a barrier, allowing you to circle around weaker foes and dispatch them.

Plus, there's the Foot Locker that randomly appears in the brick alcove close to the side entrance storeroom. Don't forget other items on the counter, such as the Laser Sight!

4F



If you want your carnage to come with a musical accompaniment, switch on the jukebox in the corner before you leave; your Achievement total goes up as well as the anger of the assembled Hordes (so be warned; this sets off enemies in a frenzy).

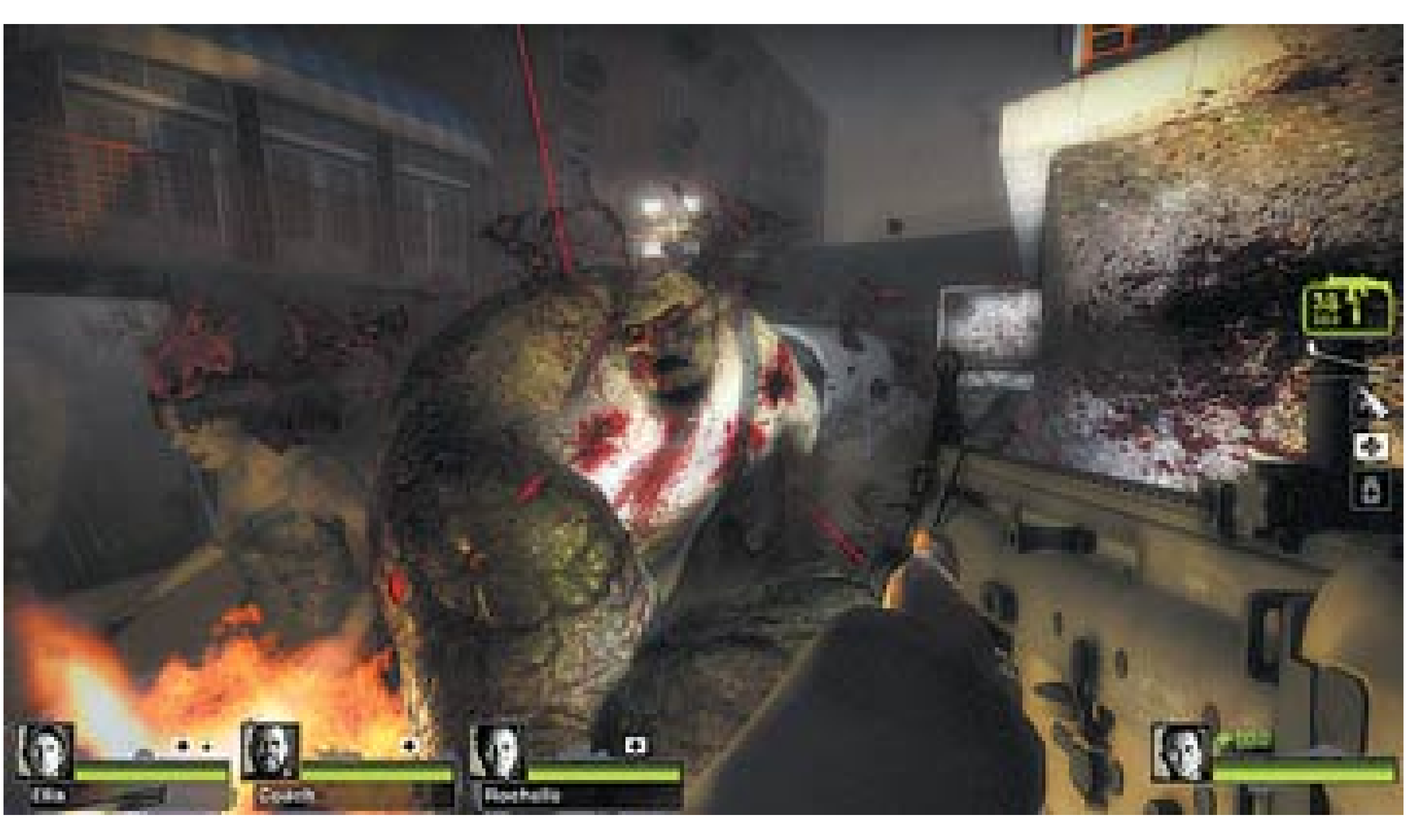
If you're attacked by multiple foes, and none of them is a Tank, your best bet is to use the protection this Pool Hall affords you. Cut down Infected as they mosey around the pool tables and shoot foes from the open windows. Do this before you drop down to the construction below, so there's less to threaten you in the ooze you'll be wading through.

The Passing

Campaign: Pipe works

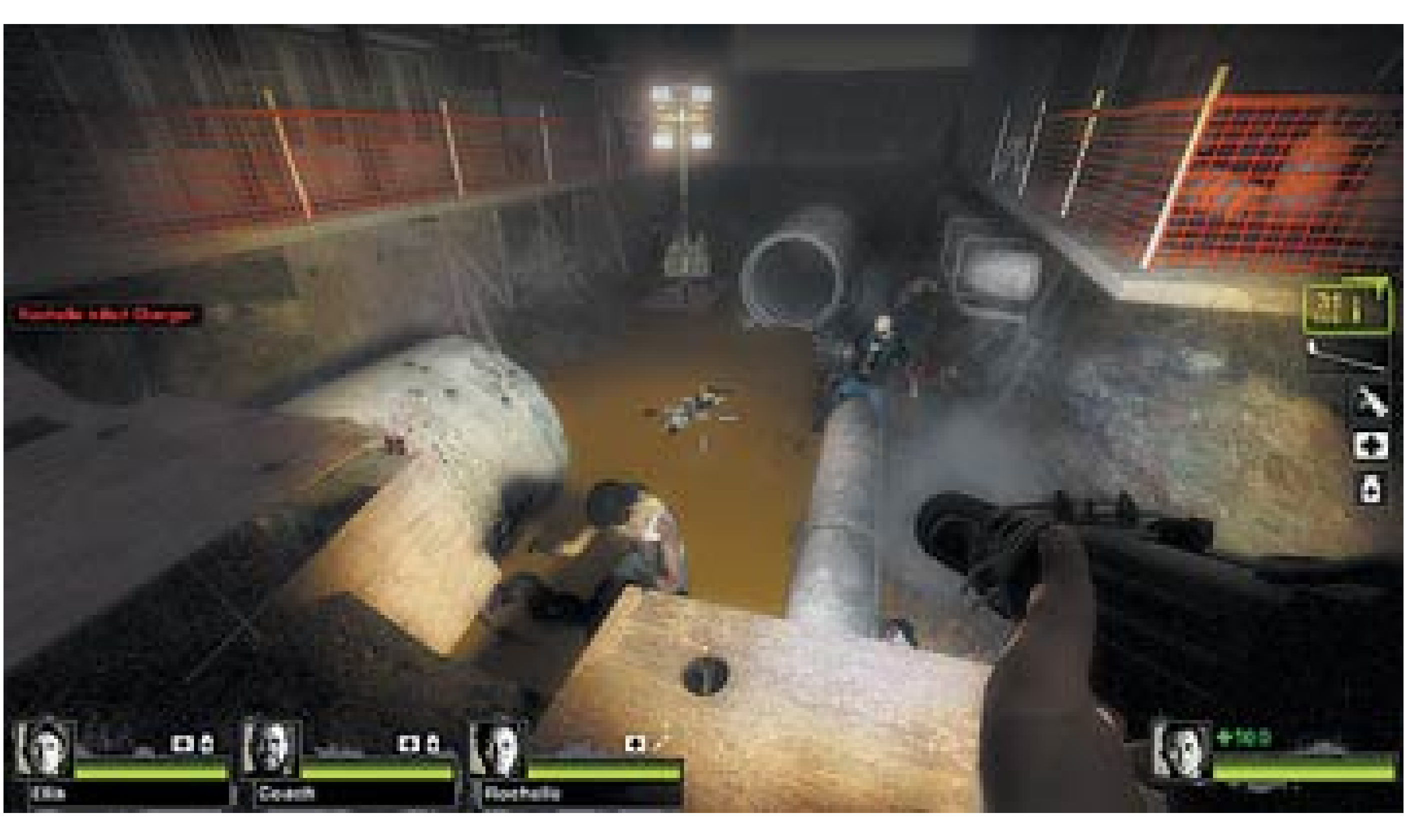
5A: Under Construction

5A



The only way onward is downward. Drop down from one of the Pool Hall windows (or the end of the first street, if you didn't access the hall or fled from it) into the brown gunk and sizable pipe works.

The muddy effluent slows you down, making you a sitting target for enemies such as a Horde, Hunter, or other dangerous foes. As a last resort, you can crouch and enter one of the pipes, and then have two teammates defend either end until the bodies are piling up outside.



Alternatively, it is better to remain on top of the pipes, jump to the digging machine, and then leap across to the sidewalk, or scrambling up to the tarmac where you have height advantage over the incessant clawing attacks.

The digging machine has a ladder you can climb, too, which minimizes the time you should be spending in the mud. Finally, try to drop down to the left of the section of tarmac in the middle of the construction zone that hasn't been excavated yet, or you'll have to crawl through the middle tube, which slows you down and exposes you further.

Tip

Finding the muddy ground hard going? Then use Adrenaline and run through the mire without slowing.

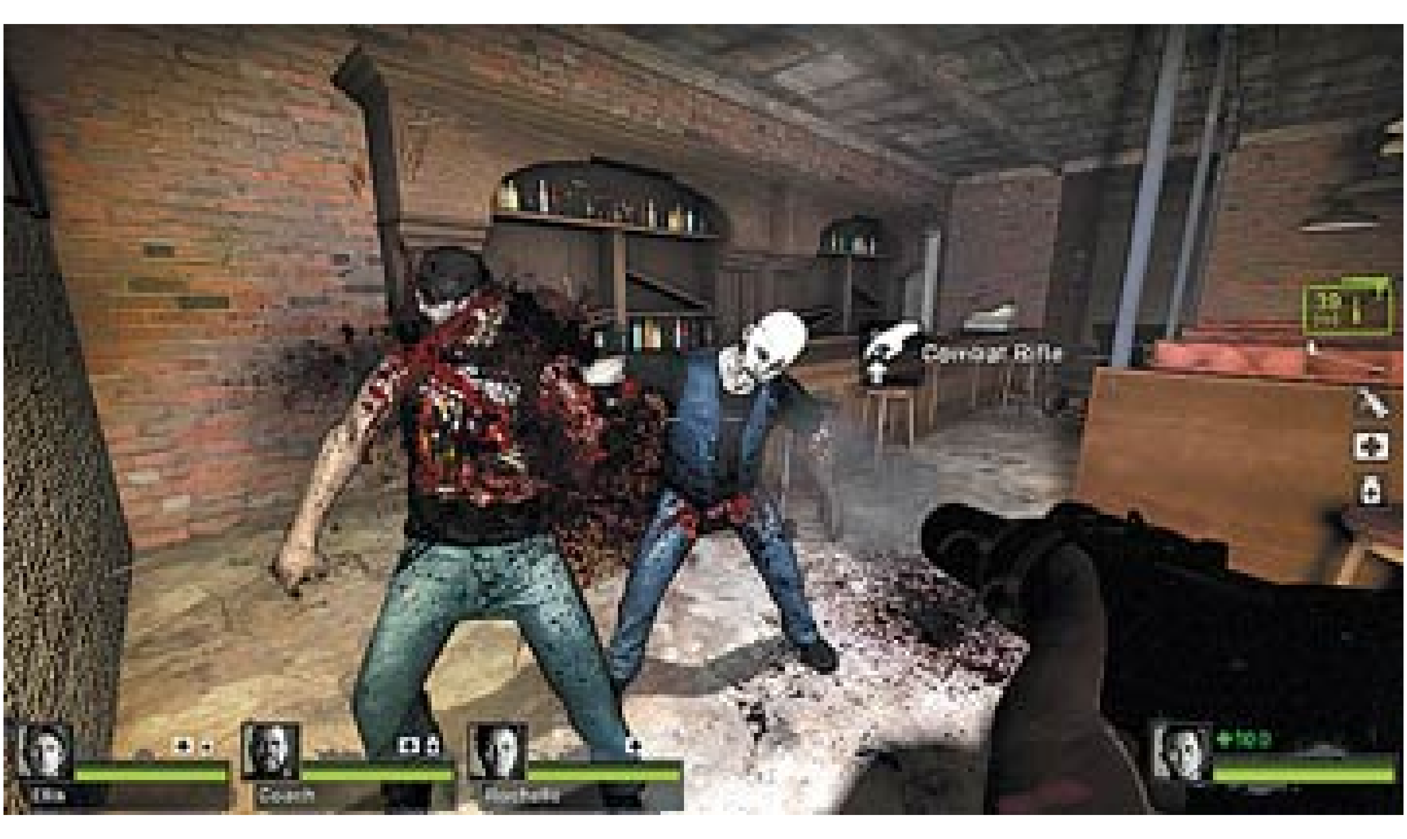
Tip

All aboard the Midnight Express! The Midnight Riders' tour bus is leaving town, and unfortunately, you're not on the guest list!

If you're quick and have navigated the sewage construction and clambered up the other side, you have a chance to see the tour bus zoom past you, presumably to the Whispering Oaks Amusement Park. You're behind the mesh fence, standing near the cement mixer, though, and can't hitch a ride.

5B and 5C: Fight through Red Flight Bar Cafe

5B

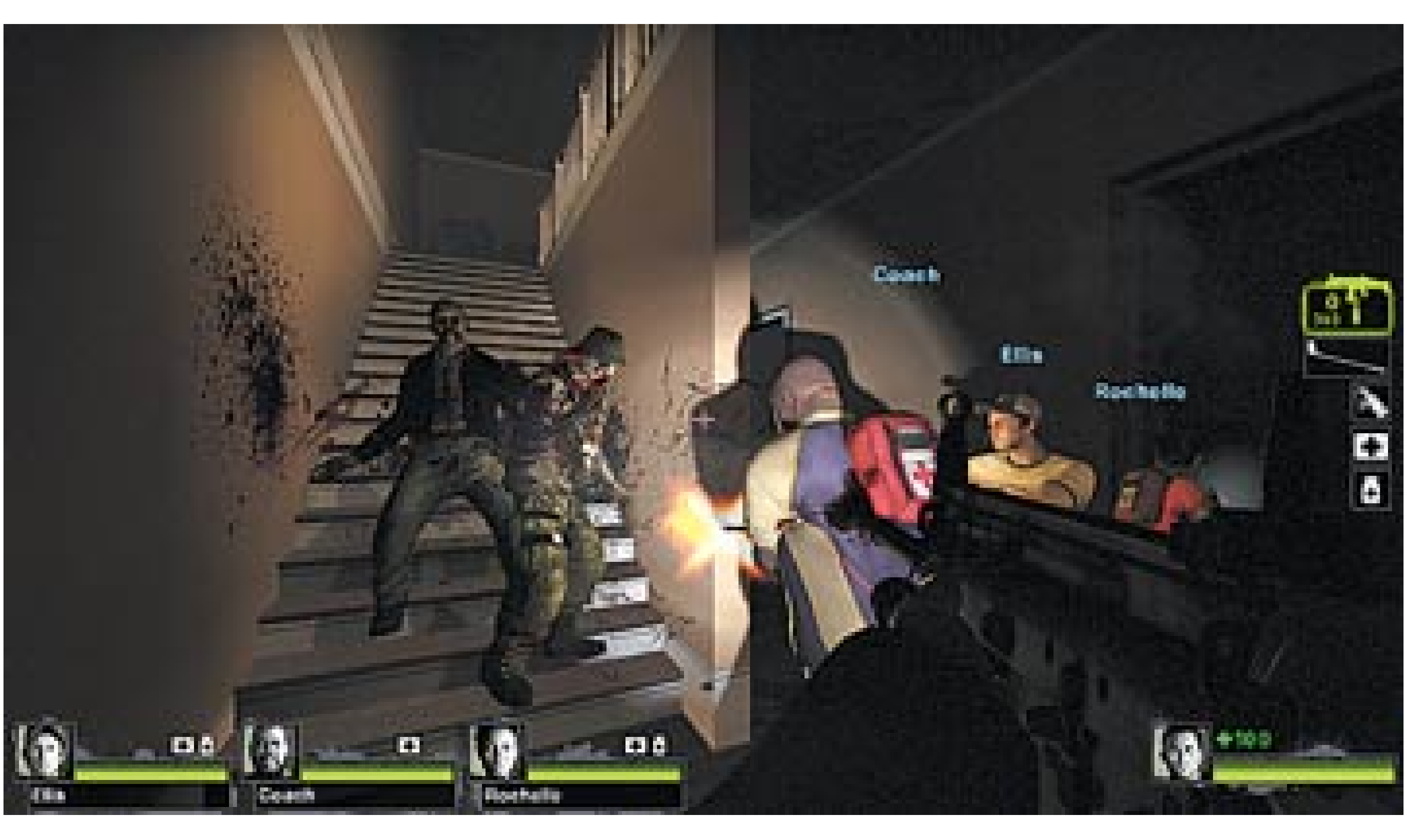


There are two ways to dash into the Red Flight Bar Cafe, which is your next port of call after scrambling to the other side of the construction zone. The first is down the steps to the front entrance.

The second is to head down the alley steps and enter the building from the small courtyard side entrance, which brings you into the pool table room and toilets, both of which have a copious amount of graffiti and items to inspect (remember to read it all).

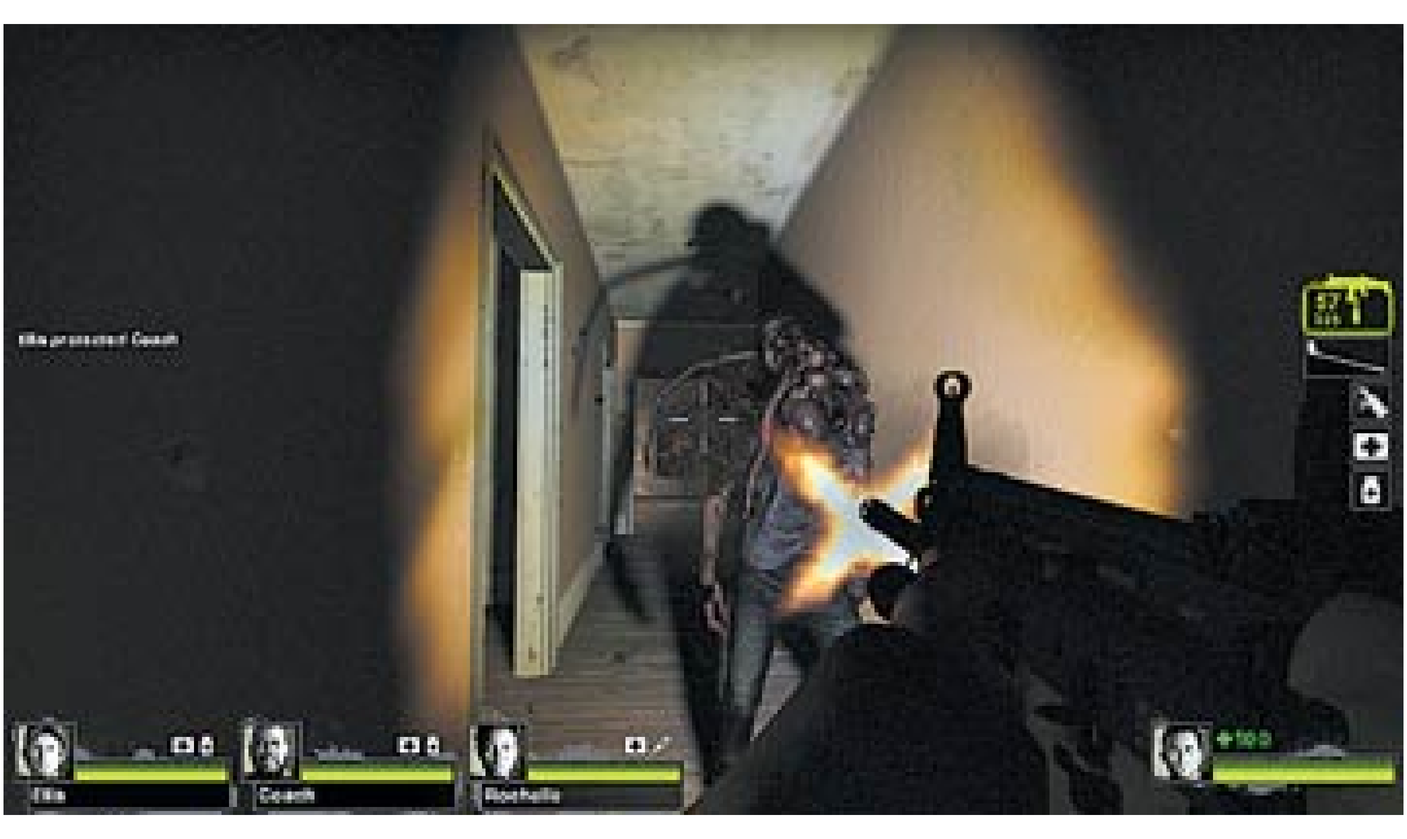
Take what you need, and then prepare to head up two floors to the third landing, through the tenement apartments directly above the bar area.

5C



Along the way, there's the small matter of the enclosed space, and the constant threat of Special (and regular) Infected attacks.

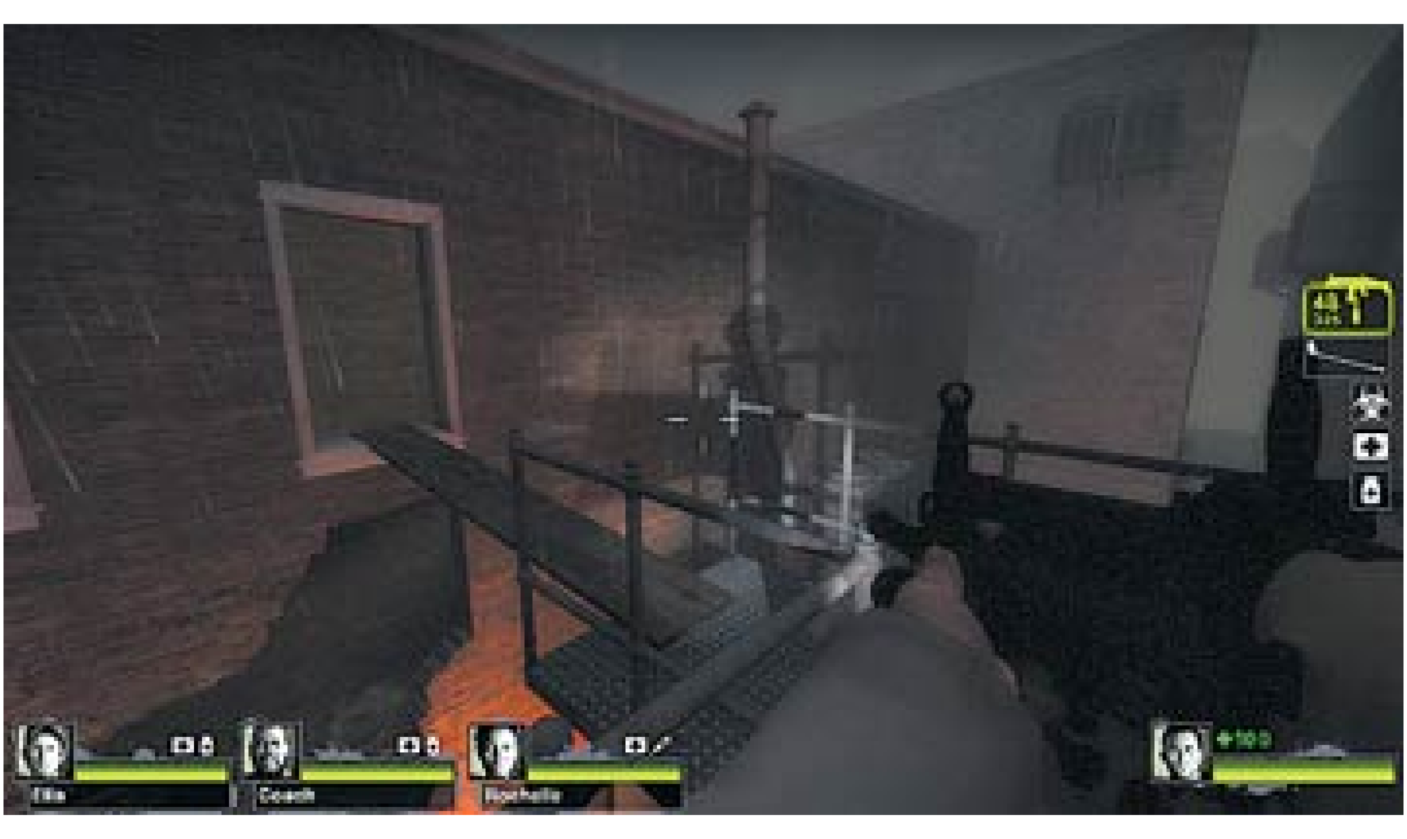
Attempt "professional" sweeps of each new room using the technique you've learned during previous outings: Have a teammate swing left, another right, and a third move ahead into a chamber while the fourth periodically checks to make sure you aren't being stalked from behind.



Aside from a suitcase full of cash in one of the rooms, which prompts some pretty interesting responses from some of the Survivors, there's little to worry you if you stick together. Until you reach the plank, that is.

5D and 5E: Courtyard Creep to the Jazz Club

5D



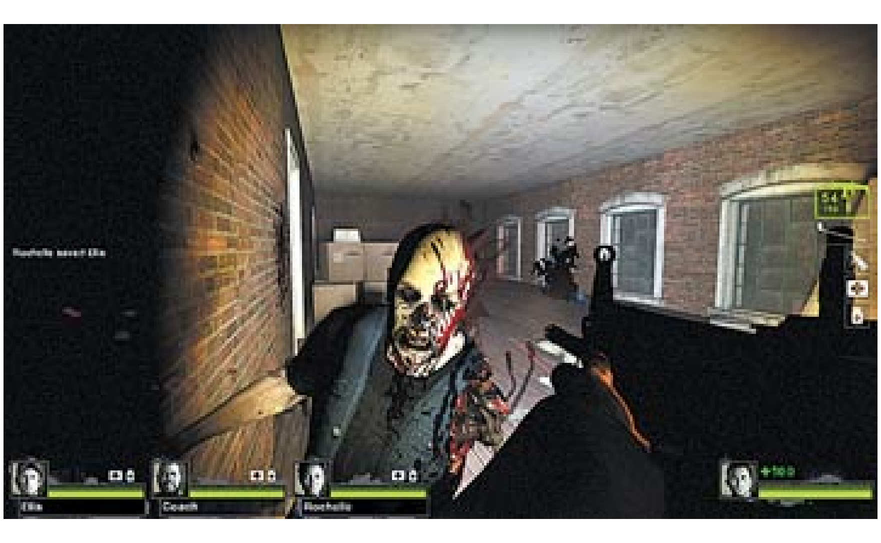
Remember you can exit the tenement building on the second floor, and move up the fire escape to the top floor where the plank is located, but if you do you're just asking to be attacked by Special Infected.

Instead, stay inside the building until you've rushed across the landing corridor, checked the small, darkened bedrooms on your left, and reached the larger living room with the open windows leading onto the fire escape.

You can elect to dash outside and cross the plank, but a far better plan is to stick together, fire at all foes you can see from the windows inside the tenement, and then exit and cross the plank.

Caution

The plank is a location where Special Infected will attempt to waylay you. They will charge, strangle, or push you off the fire escape or plank to cause havoc among your team and split you up. This is the most dangerous part of this trek so far, so stay alert and together!

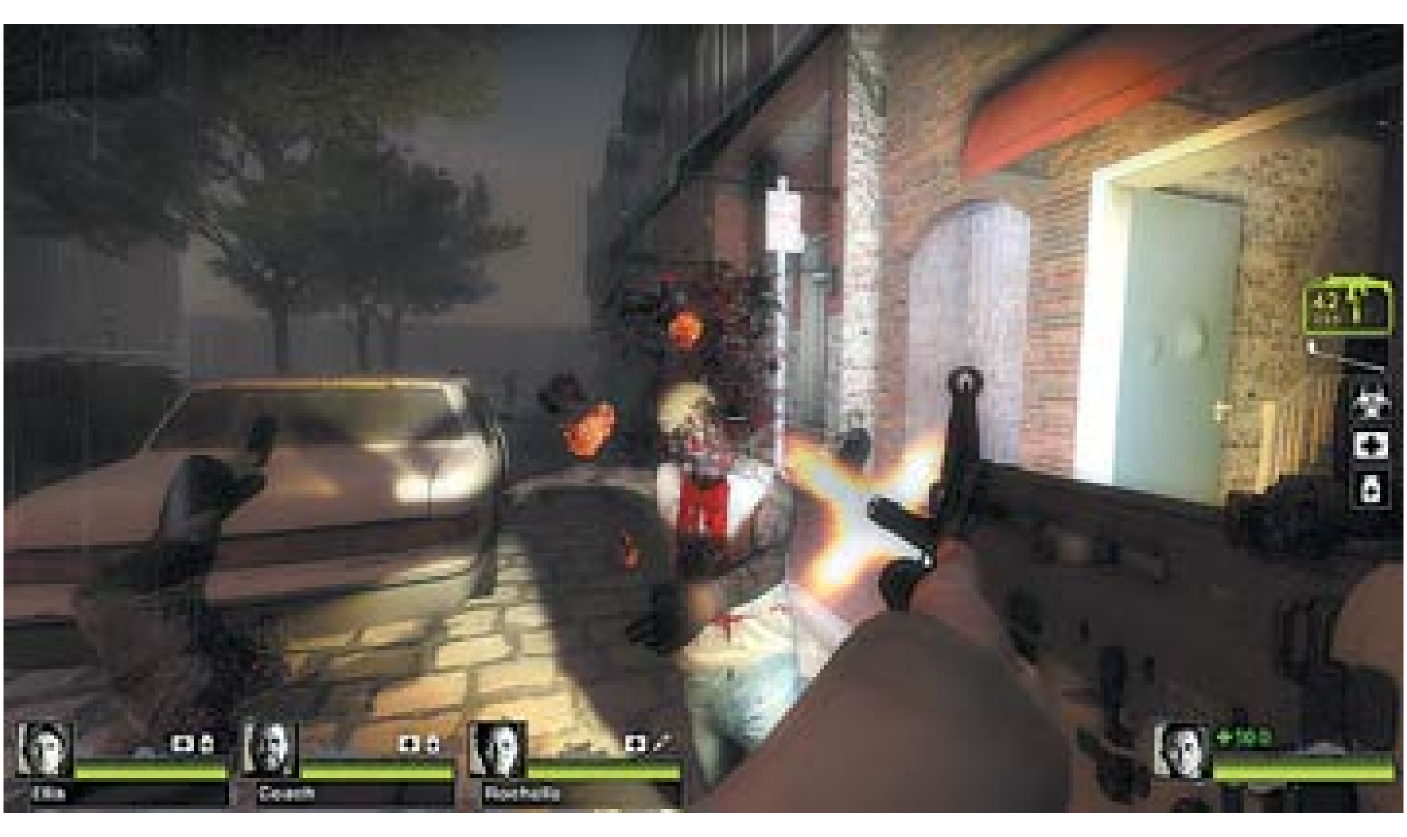


The first couple of Survivors crossing the plank should clear the initial corridor inside the next structure, then turn and let the remaining two friends know that the coast is clear, and provide covering fire for them.

Once all four of you are safely across, you can begin to descend through the next, half-finished tenement block to a courtyard below.

There are two floors, each with a large, open-plan room, the lower of which should be checked for equipment and the final possible Foot Locker. Three floors of steps on the right side of this building lead down onto the courtyard.

5E



You may elect to dash down onto the courtyard, but a better plan is to check every corner, watching you don't fall through some of the holes in the floor and then methodically descend, cutting down any foes (including Special Infected hiding in the darkened corners).

Also beware of holes in the walls, which allow a stream of enemies to clamber up from the alleyway you just came from. Assuming you haven't been swarmed, drop from the middle floor window, or head down the stairs and outside into the courtyard. You should have culled any foes you spotted from inside the building before you get here (5E).

Caution

Remember which floor you're on! If you try leaping out of the upper room window, you'll either dangle precariously or land with a wincing crunch; either way, you're

Tip

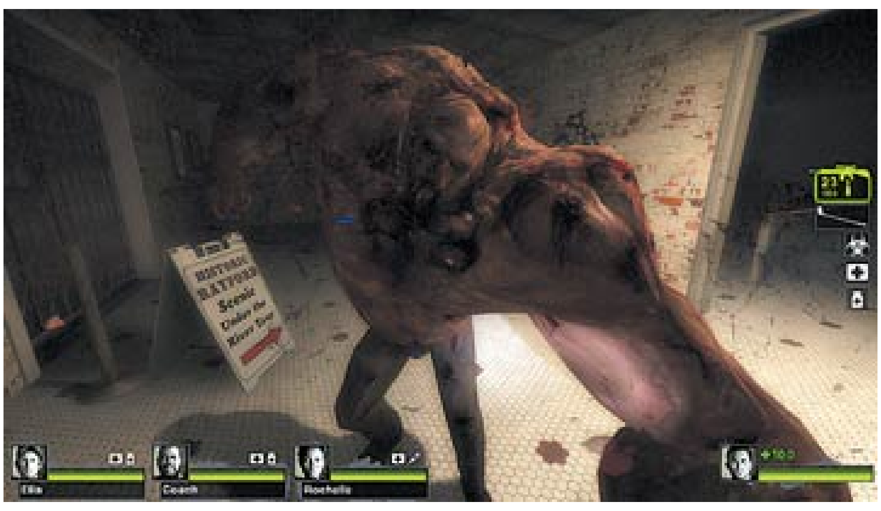
If the Foot Locker is here, use the contents and then come back for more; there's a limitless supply!

Follow the tried and trusted rules for fighting in larger environments, which favor circle-strafing. Use the scenery (the chemical toilets and cars to stand on and fire from, and the trees to circle around to dodge attacks) as you cross diagonally.

Look for the bright blue neon Jazz Club sign. The entrance is easy to spot. Clamber over the pair of broken doors just to the right of the red-lit, barred windows. Work your way across to this point as a team, watching and defeating foes coming in from the different directions. There's little point in waiting around. Get inside that Jazz Club!

6A, 6B, 6C, and 6D: Going Underground

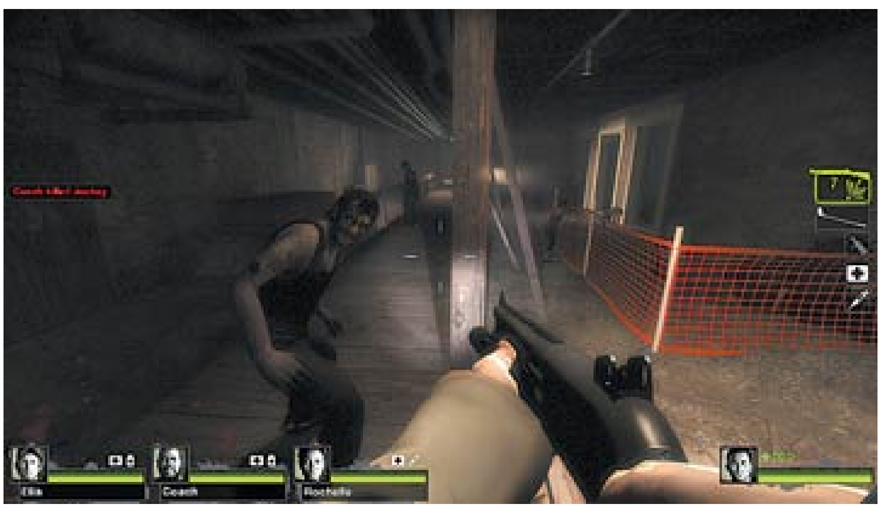
6A



You're not here to listen to the dulcet tones of a jazz warbler; this Jazz Club also holds the entrance to Phase I of the thrilling Historic Rayford Under the River Tour. Force your way into the bar with the small stage and small collection of items to grab, and then move past the bar, checking the toilets at the top of the steps, near the sealed elevator shaft.

There may be an item on the wooden bench. More importantly, a Tank may charge up the steps, so listen for its bellows and then back up to the bar while blasting it. Keep two of your team behind the monster to attack it from multiple directions.

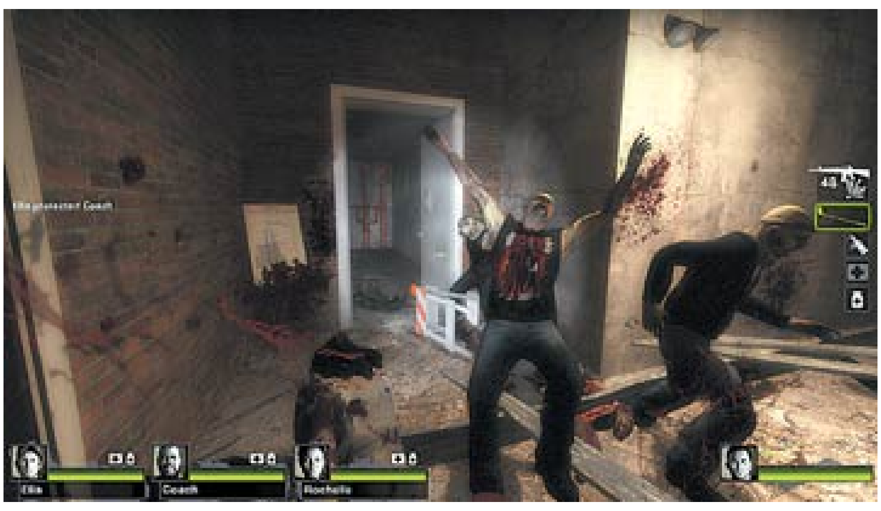
6B



The "tour" begins at the bottom of the steps. Ignore the elevator you can't access and instead wind your way past a desk and into the ruined, underground chamber. With one teammate periodically watching the way you came, stand at the doorway and cut down nearby foes before advancing in.

If no Special Infected are spotted, step onto the slightly raised platform and follow it around to the right, through the brick wall with openings, and into a second chamber with a few strewn items and some barrels. Reconvene at the doorway here and check that you're not being followed or sandwiched by foes.

6C



Step through the door, blasting anything that isn't human, and spin right, looking down a long, underground passageway with two large alcoves along the right side. These usually have something waiting to pounce on you, so beware of that as you edge forward.

Be ready to back up if a Tank or Witch makes an appearance. This is a place to use a projectile, and there's more items in the alcoves to gather to replenish your stock.

6D

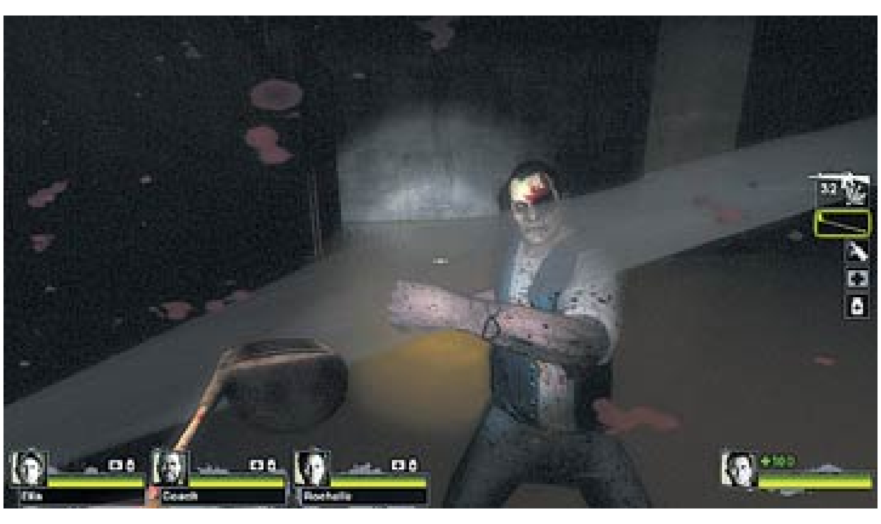
The long passage ends at a connecting room with numerous pillars and supports, and opens into an antechamber at the top of a metal stairwell. Spitters and crowds of undead can make the going slightly frantic, so take a clustered, but slow and measured advance when moving. Gather items to aid you (such as Incendiary rounds or Fuel Cans) from nearby alcoves. The stairs end as abruptly as the tour—at a drop down to a watery mire and complete darkness.

It is incredibly important to stay on the stairs, shooting foes as they climb to reach you, and to keep your quartet close because the Special Infected tend to creep up and ambush you before you're all down in the sewer section (Area 7). Refrain from dropping a projectile; you'll need all of them in a moment.

Campaign: The Sewers

7A and 7B: Getting Your Feet Wet

7A

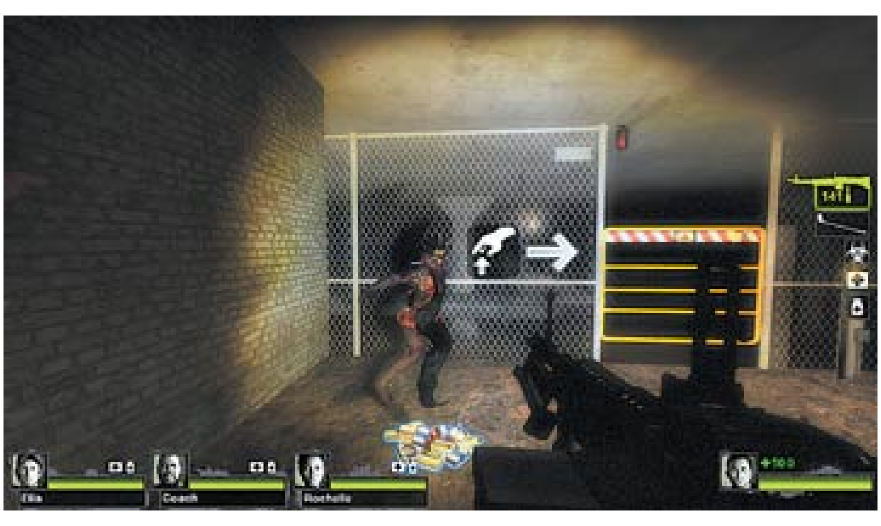


Before you're swarmed in the darkness, it's a good idea to have raked all visible foes from the stairwell in Area 6 before dropping down into the sewer water, which slows you down considerably.

Your Melee Weapons come into play now, and you should arm yourself with a Golf Club,Baseball Bat, Katana, or other implement when not facing down Special Infected. For the moment, it is usually wise for one of your team to lob a projectile (such as a Pipe Bomb) if the masses are converging.

If there's only a few enemies, opt for melee strikes instead, but keep moving toward the light of a stone walkway ahead and above you. Trudge right, up the orange ladder to this walkway. If a Tank appears, spread out and attack from all sides.

7B

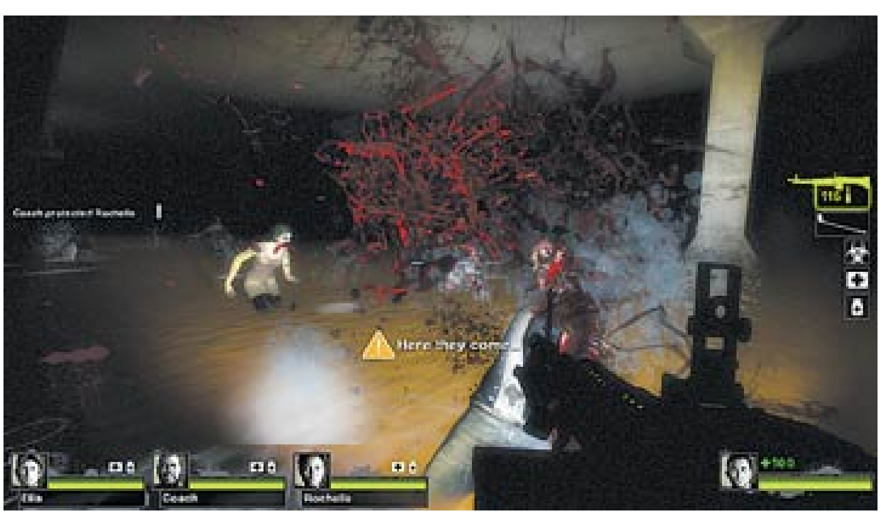


Here, you're greeted by three narrow tunnels. Any of them can be accessed. Agree on which ones you're using so you're not split up. The furthest one leads to a square-shaped stone platform with a sluice gate.

Don't open the gate yet! Instead, wait for all foes to be slain and any nearby items to be collected. You're about to announce your presence to the Horde, and there's no going back once you open the gate and drop down into the large effluent chamber ahead of you. For this reason, be sure to check the narrow tunnels you just negotiated, so the last teammate in isn't caught by an ambush and dragged out of your reach.

7C and 7D: Precarious Predicaments

7C

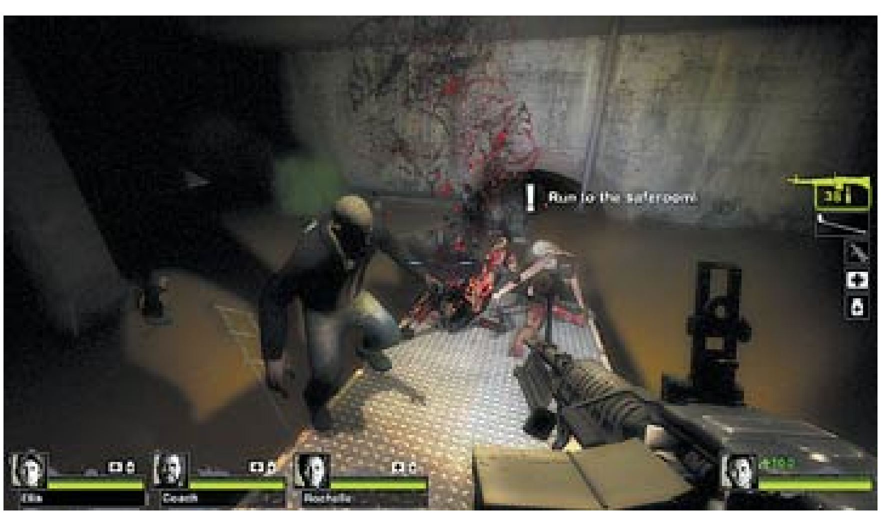


A warning siren attracts all Infected as soon as the gate opens. Although you could stand on the platform and use the ammunition pile to augment your inventory, there's no let-up to the undead onslaught. Instead, drop down as soon as you can.

It is preferable to quickly check the items everyone is carrying; if someone has a Bile or a Pipe Bomb, have them throw it immediately. Everyone else should sprint (or use Adrenaline if you can) to the ladder marked by the "!" and climb up to the relative safety of the metal walkway.

Don't leave anyone behind and keep moving! If you've got teammates armed with an M60 or a Combat Shotgun that can decimate the Horde, place them front and center..

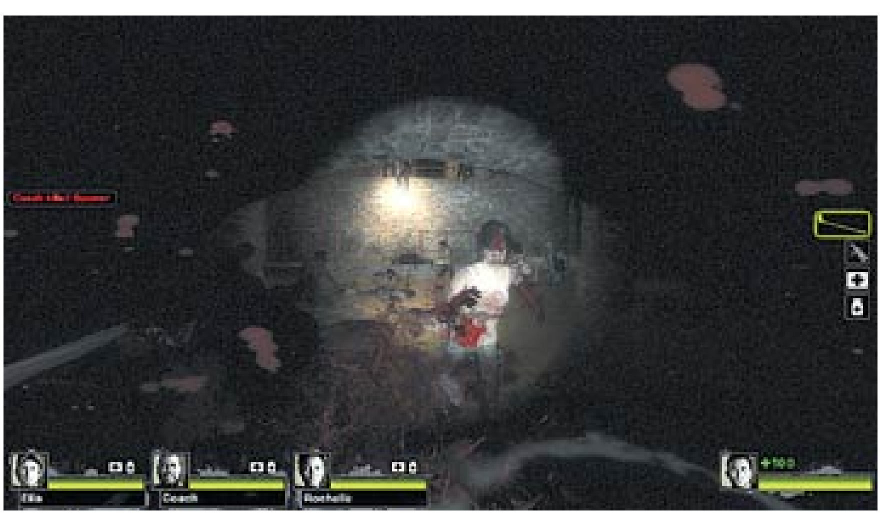
7D



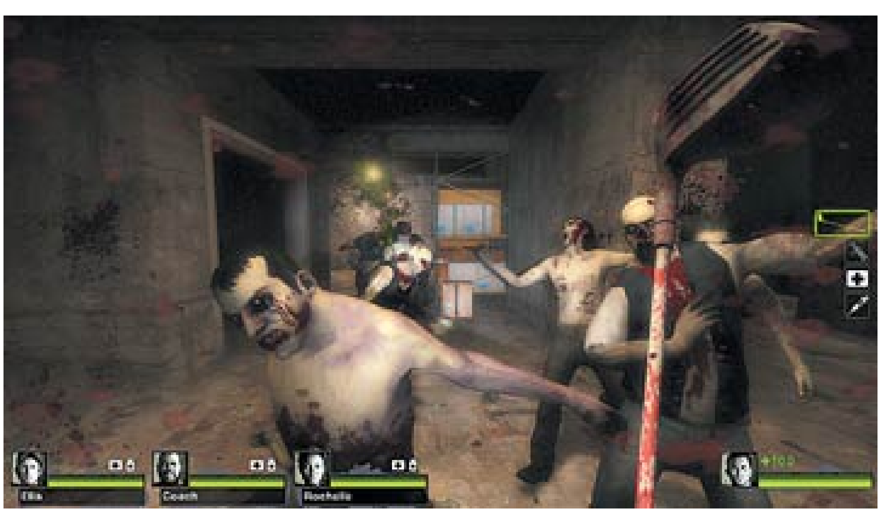
The central, mesh platform shaped like an 8 features a second gate, which leads to a long section of metal walkway and a drop into the fetid waters below. Stay on the walkway as long as you can so the Infected can't reach you, and be sure you aren't followed by Special Infected sneaking up behind you. Lob another projectile, or drop down from the broken end of the walkway when there's a lull in the violence.

7E, 7F, and Finish: Stone Tunnel Trouble

7E



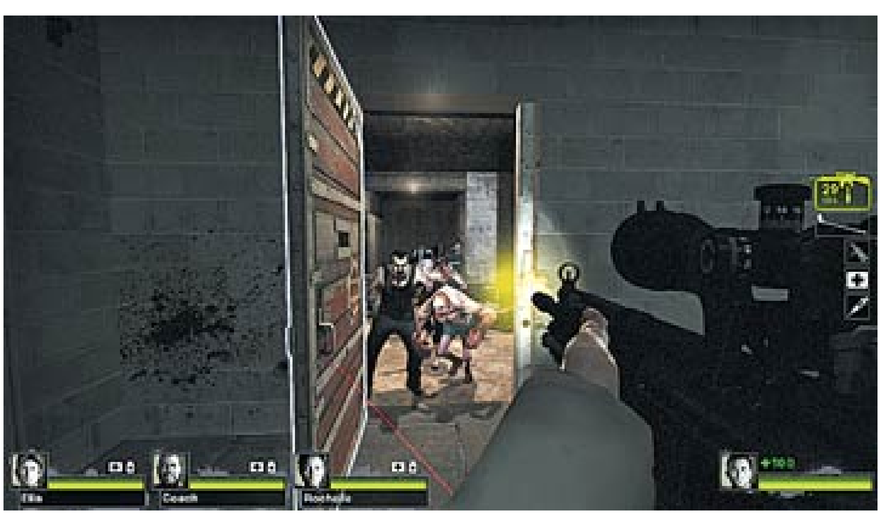
7F



Now is the time to throw caution to the wind and flee! There's little point staying around in the large, black chamber. Instead, fight your way into the tunnels using a competent battle formation. Stick one teammate at the front, armed with a Melee Weapon to hack the flurry of incoming foes.

Keep this teammate to one side, so the rest have easier firing opportunities to tag the foes he doesn't hit, and have one teammate check behind for more enemies as you push your way along the tunnel toward the light.

FINISH

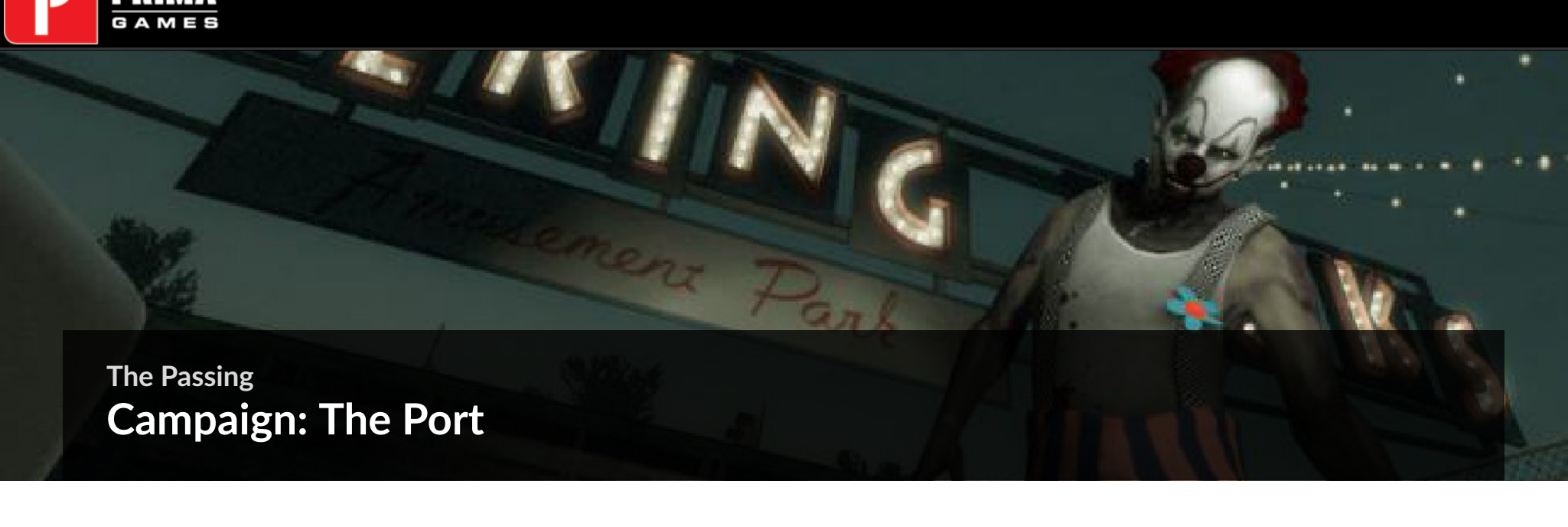


The Infected continuously push you to the point of despair, but don't give up. Lay down any remaining projectiles that can help your cause and hack and blast your way to the next orange ladder, then climb it to a platform overlooking the tunnel entrance.

Whoever is first should train their weapon at foes still in the water to covering the coming teammates so no one is left behind. Watch for Special Infected (especially the Charger) as you rush up the stairs, around the corner, and sidestep to the second of the two connecting passages around the concrete wall and shelves if there's enemies blocking you.

Charge into the Safe Room, where you can finish off any remaining foes or close the door, and access the generator by the bridge itself. You've made it to the Port!

Stop! Before you close that Safe Room door, make a quick inspection of the previous few chambers, looking for any Fuel Cans you can find. If one (or more) of your team is carrying a Fuel Can when the door is closed, you can carry it through into the third part of this adventure and use it to refuel the generator!



The Passing

Campaign: The Port

Port Overview

With the thrilling river exhibit finished, there's the small matter of rendezvousing back with the original Survivors (minus one of their crew) at the opposite side of the bridge. Lowering the bridge takes a generator, and the generator takes gasoline.

Fortunately, there's a plentiful supply of Fuel Cans. Unfortunately, they're scattered throughout the clusters of buildings and sloping cobblestone roads nearby. Gather your strength and these cans (you'll learn the limitations of pushing foes while carrying cans), and fill up the generator so that bridge can lower and you can flee the hated hamlet of Rayford.

+ The original Survivors are your friends, and provide limitless, accurate firepower and the occasional projectile. If you're overwhelmed, head back to the generator area and let your new friends help take care of business!

+ You've had previous experience finding Fuel Cans, so stay clustered together and don't overreach yourselves grabbing Fuel Cans without defending yourselves. If a teammate needs help, drop everything and help them!

+ Adrenaline is your friend! Just before you grab a Fuel Can, inject yourself so you can sprint back to the generator in record time. And don't leave Fuel Cans lying around for Spitters to hack up on them!

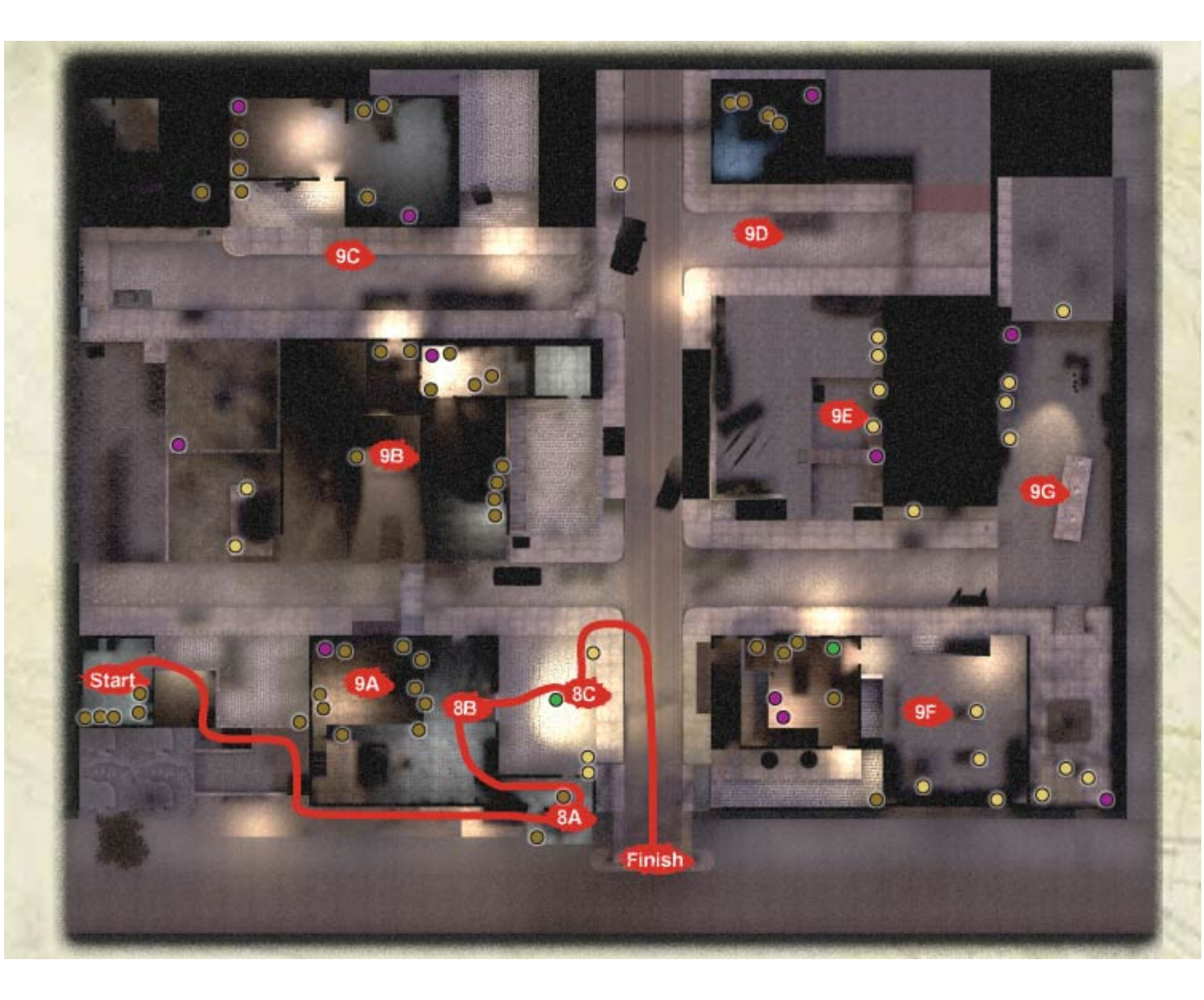
- If you're not looking out for each other or close by to provide covering fire, the Special Infected will overwhelm you. They have the gift of climbing walls, so look up as well as out!

- Dropped Fuel Cans can be ignited by Spitter goo, so slay these particular Special Infected before carrying cans back, or face both fire and acid on the ground. Cans are respawned soon afterward.

- Tanks are a hideous problem, especially if you move near cars, which provide little protection and can crush you. Instead, sprint back to the generator area and let your new friends blast these pink monstrosities.

Tip

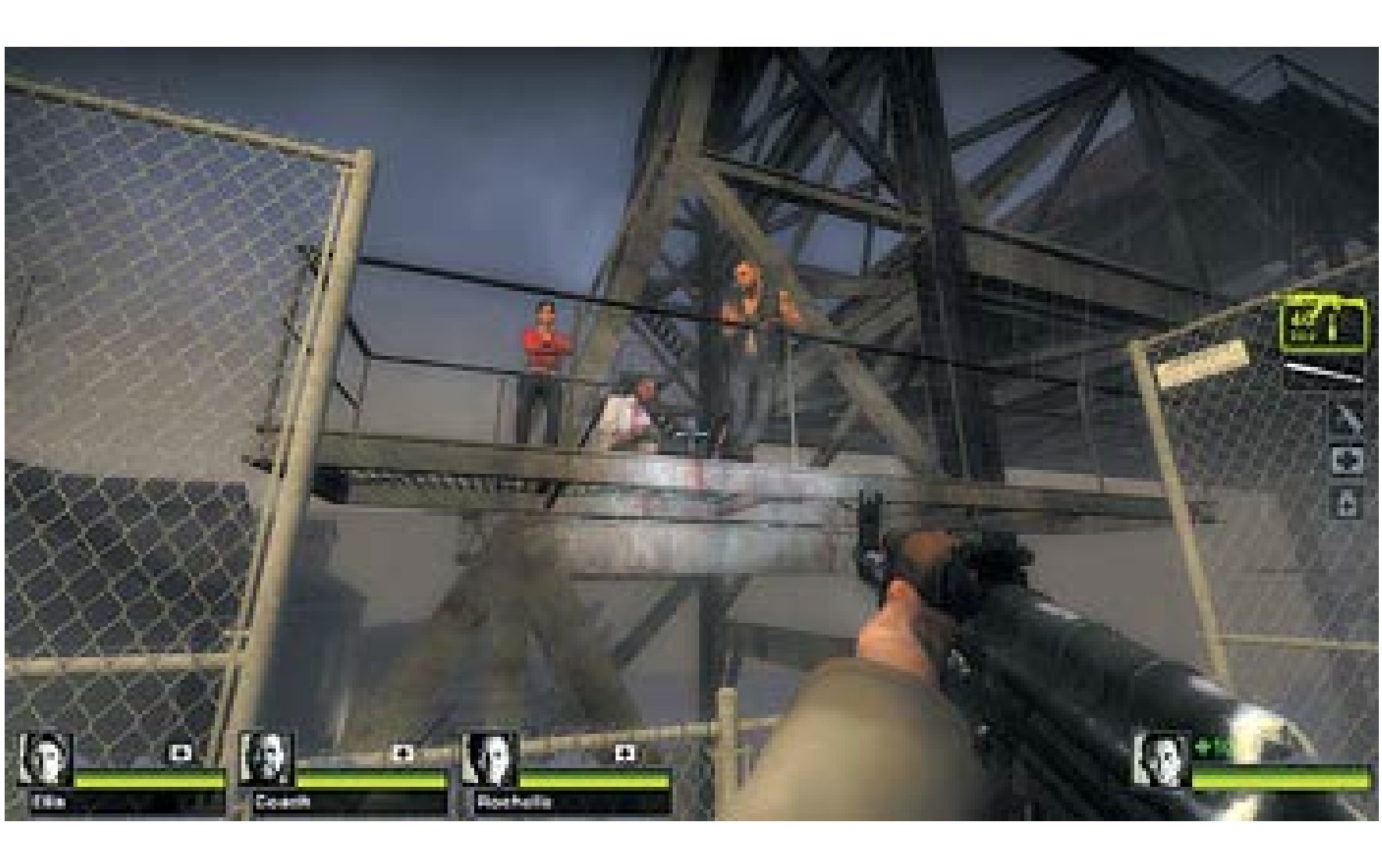
You should have had previous experience collecting Fuel Cans in the combat zone. Should you need even more tactical plans, many of the techniques noted during the Area 10: Atrium section of the Dead Center campaign are just as worthy to use in the Port. Also rely on the techniques of Scavenge mode.



Start, 8A, 8B, and 8C: Out of Gas

START

8A

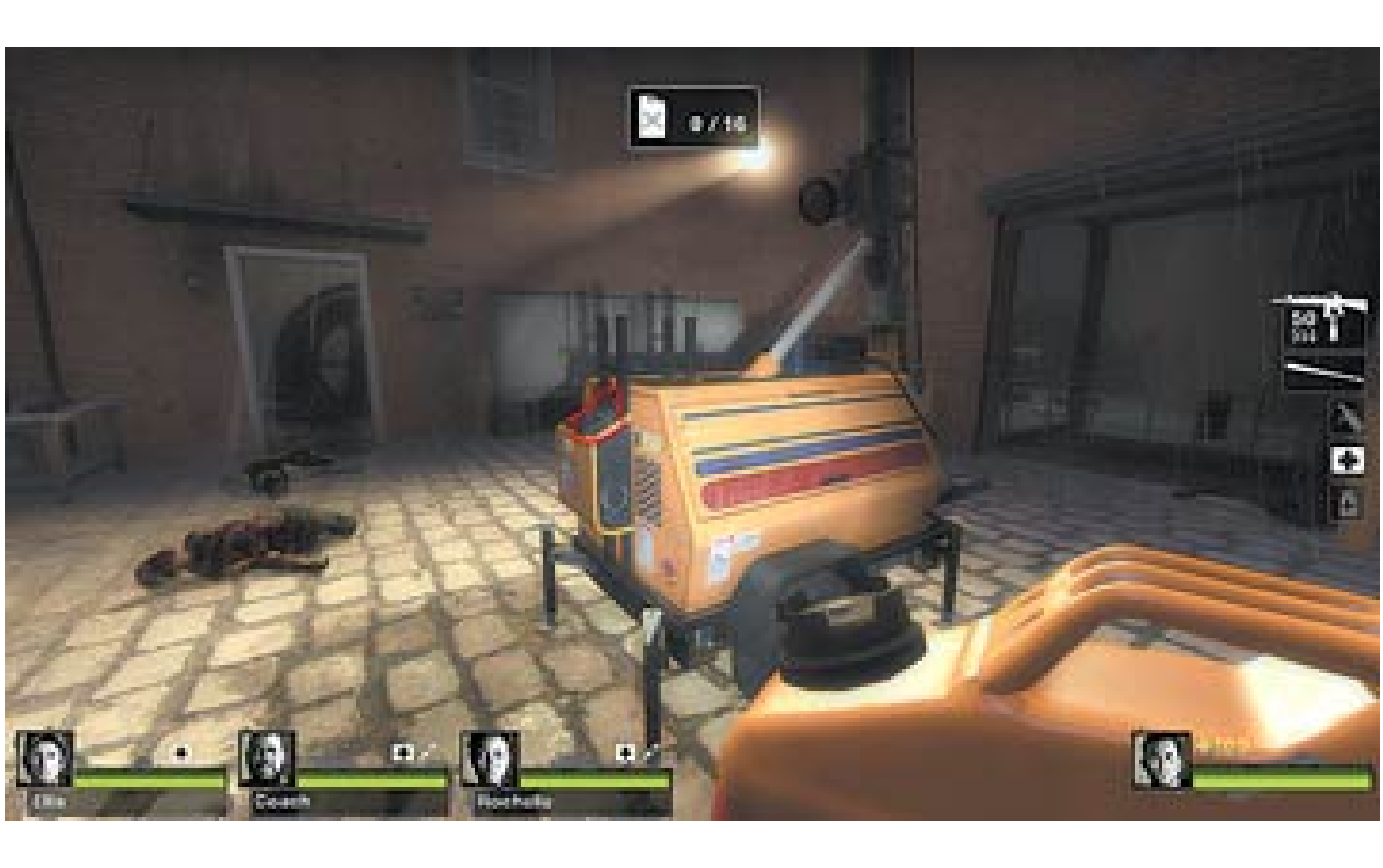


Gather everything you can from the Safe Room, as you won't be returning here, and then move out onto the riverside pathway, up the stairs, and to an audience with three new acquaintances. They give you instructions on lowering the bridge, and having already filled up the gas tank of the Blue 22, the plan is instantly familiar to you.

There's a generator (at Location 8C) that needs to be filled with gas. The number of Fuel Cans required depends on the mode of the game you're playing; expect to need no less than 10 and no more than 16 cans of gas to provide enough fuel for the generator, which will then lower the bridge, allowing access back to your parked perambulator.

8B

8C



Naturally, while you're engaged in the refueling process, you're attacked by Hordes of the filthy, and must face periodic strikes by Special Infected and Tanks. Therefore, it's a good idea to follow a plan and have all teammates know their roles ahead of time.

Discuss your options as you move to the elevator (8B), wait for everyone to step aboard, and ride it down to the ground and a cobblestone courtyard with a floodlight above the generator itself (8C). The refilling begins now!

Refilling Plans

Try any or all of the following plans to obtain the fuel canisters in the quickest time, with the minimal amount of problems:

Wild Bill's Last Stand

Alas, one of the original Survivors didn't make it, and his corpse is slumped in a generator room to the right of the cobblestone courtyard (under 8A). A weapon is on his body, and there are more, along with health and other necessary items, on tables surrounding the generator. Return here if you're needing additional supplies. Note the ammunition in the pile in the corner.

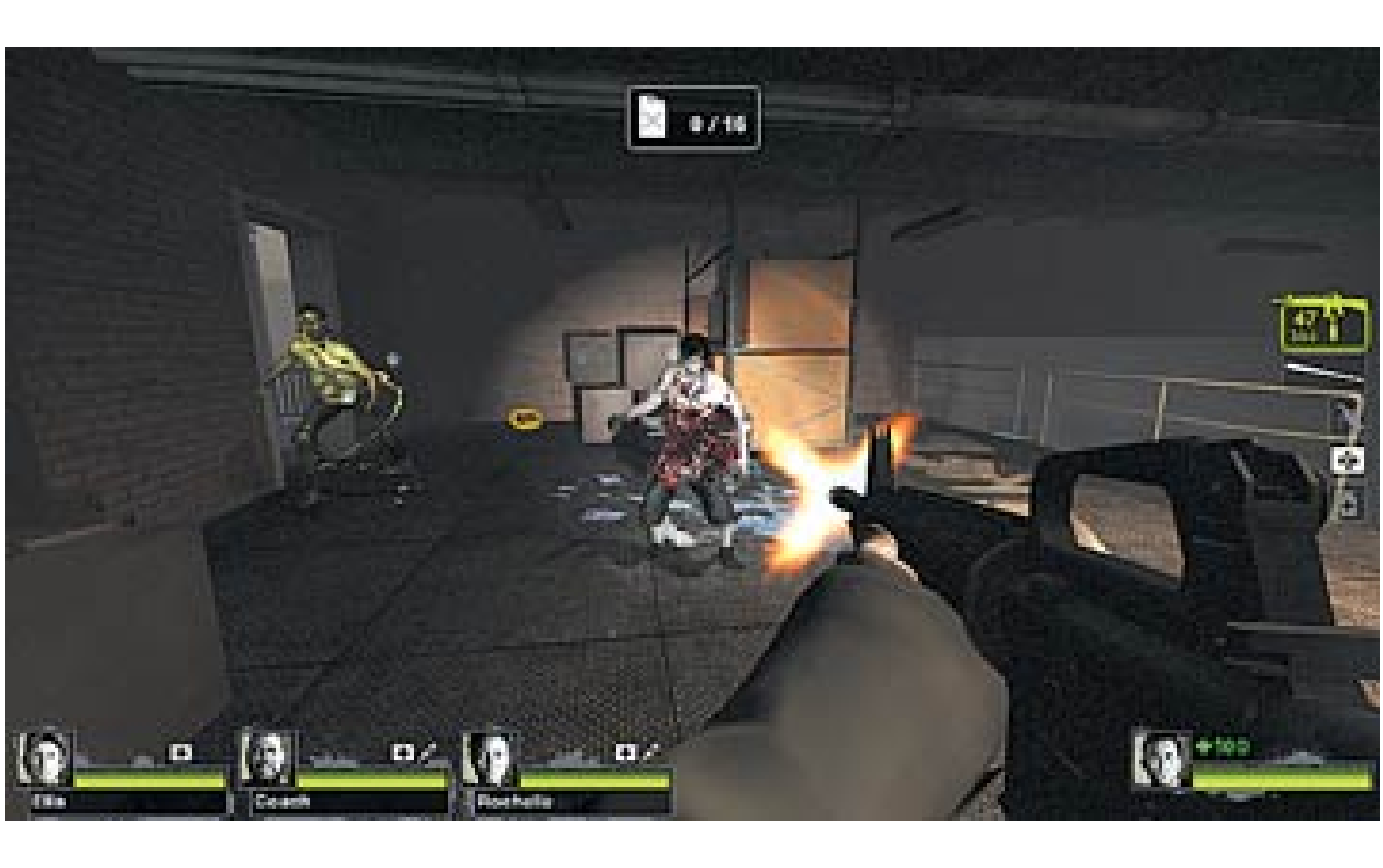
A Can-Do Attitude

The strange, glowing Fuel Cans you can see are dotted around the Port buildings, and with practice, you'll be able to remember where each of them is, and shout to your colleagues about which ones you want to make a run for. Note the height of each can, so you can effectively climb steps and reach each can without a wall blocking your way.

A Clockwise Plan

Simply scattering out to grab Fuel Cans from disparate locales isn't wise. Stick together and try a cohesive, clockwise (or counterclockwise) route, moving to an area where three or four cans are located. Try to bring them back from a single area before moving on to the next. Covering each other, and dropping cans to fight the inevitable Hordes that periodically arrive, are all part of the plan.

Teams of Two



As part of this "clockwise" strategy, you should split into teams of two, with one teammate watching the other's back as they find and carry a can back if there's only a single can to be found. Both teammates should carry when multiple cans are available. The other duo should be nearby, though, so they can easily find and rescue the carriers if they're in distress.

Do Something Different

Especially true when playing in Versus mode, there comes a point when the enemy can predict where you're going, if you're constantly grabbing cans in a particular order. Instead, vary where you head (as you'll need to maneuver around the entire map anyway) to stay one step ahead of the Infected.

Tip

The original Survivors are here to help! In fact, they're standing on the building balcony across from the generator and remain here for the duration of the battle. If you're overwhelmed or attacked by a Tank (or two), retreat back to this point and watch as your new friends make short work of these mutations. There's an Achievement to be had for letting them help!.

Tip

If you found more than one Fuel Can, but don't have a friend to help you carry them, perform a series of throws as you head back to the generator, running forward ten paces or so, lobbing the can down the street, then grabbing the other Fuel Can, running to the first can, lobbing the second, picking up the first can, running to the second, and so on.

Tip

The original Survivors provide exceptional marksmanship and help during fights, and if two Tanks arrive, they both should be lured back here. But another plan is to scramble for the farthest Fuel Cans first, before the Special Infected, Tanks, and Hordes arrive and maneuvering around the map becomes more fraught.

Note

Do you require the rockin' sounds of the Midnight Riders as you frantically try to locate gasoline? Then switch on the jukebox in the bar, which is the second location where you can complete the Killing Them Swiftly To This Song Achievement.

Port Tour: 9A

9A

Generator warehouse and side street

The building with the elevator attached to it, and the giant green generator assembly, is a two-floor thoroughfare between the portable fuel generator you're filling and the main Rayford warehouse (9B). Note the exits onto the street and the balcony between the buildings.

Port Tour: 9B

9B

Rayford shipping warehouse

Easy to get lost in before you understand the layout, this warehouse is the biggest building in the port, and offers alternate access to the upper road area where the parked coach is and quick access back to the generator. Learn to look for landmarks (such as the portable generator and floodlights next to the northern exit) to minimize confusion over where you are.

Port Tour: 9C

9C

Northwest street

Running along the north side of the shipping warehouse is a street with a few parked cars and a coach and access around the shipping building via some grass and stairs, as well as to the road sloping down to the generator. The smaller buildings on the north side of the street hold a few Fuel Cans (and lurking foes), which are usually taken last.

Port Tour: 9D

9D

General Store and L-shaped Road

This main thoroughfare is great for sprinting down or for luring Tanks so the original Survivors can finish them off. The open space means you have good maneuverability for escaping a Horde, and you can leap along the walls and atop cars instead of remaining on the ground, where you're easier to swipe at. There are fewer dark corners for foes to ambush you, too.

Port Tour: 9E

9E

Port worker housing and parking

Flat to the north and stepped to the south, this is an alternate path between the north and south areas of the map, and although there are few items or Fuel Cans in this area, the white van parked on the lower, south street is a good place to dodge around or hide. Don't get caught in the dead end below the building deck bridges, though!

Port Tour: 9F

9F

Bar and concrete decks

The southeast part of the map is the safest; here the original survivors are manning the balcony and there are a few Fuel Cans scattered here in close proximity. This is where many teams start their gathering, although the blind corners in the buildings, and around the raised concrete deck and small lower deck in the corner are great for Infected ambushes.

Port Tour: 9G

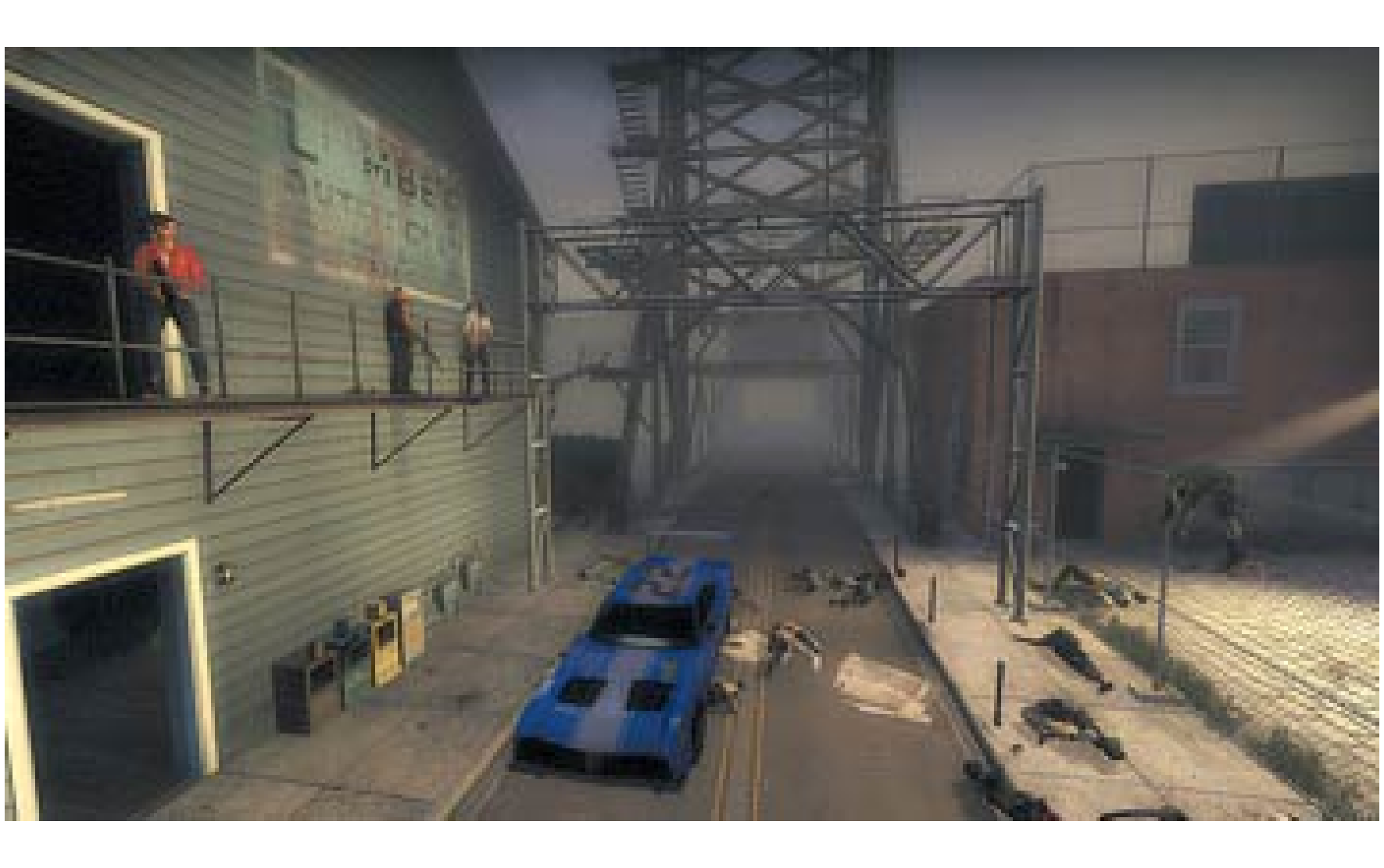
9G

Dead end street

The dead end with the dumpster in it isn't the place to lure a Tank to, but the road is wide enough for you to circle around and retreat back to Location 9F. There's little point standing on the scaffold planks and ladder, so this locale is only entered once to grab any Fuel Cans or items before leaving.

Finish: The Wild Blue 22 Yonder

FINISH

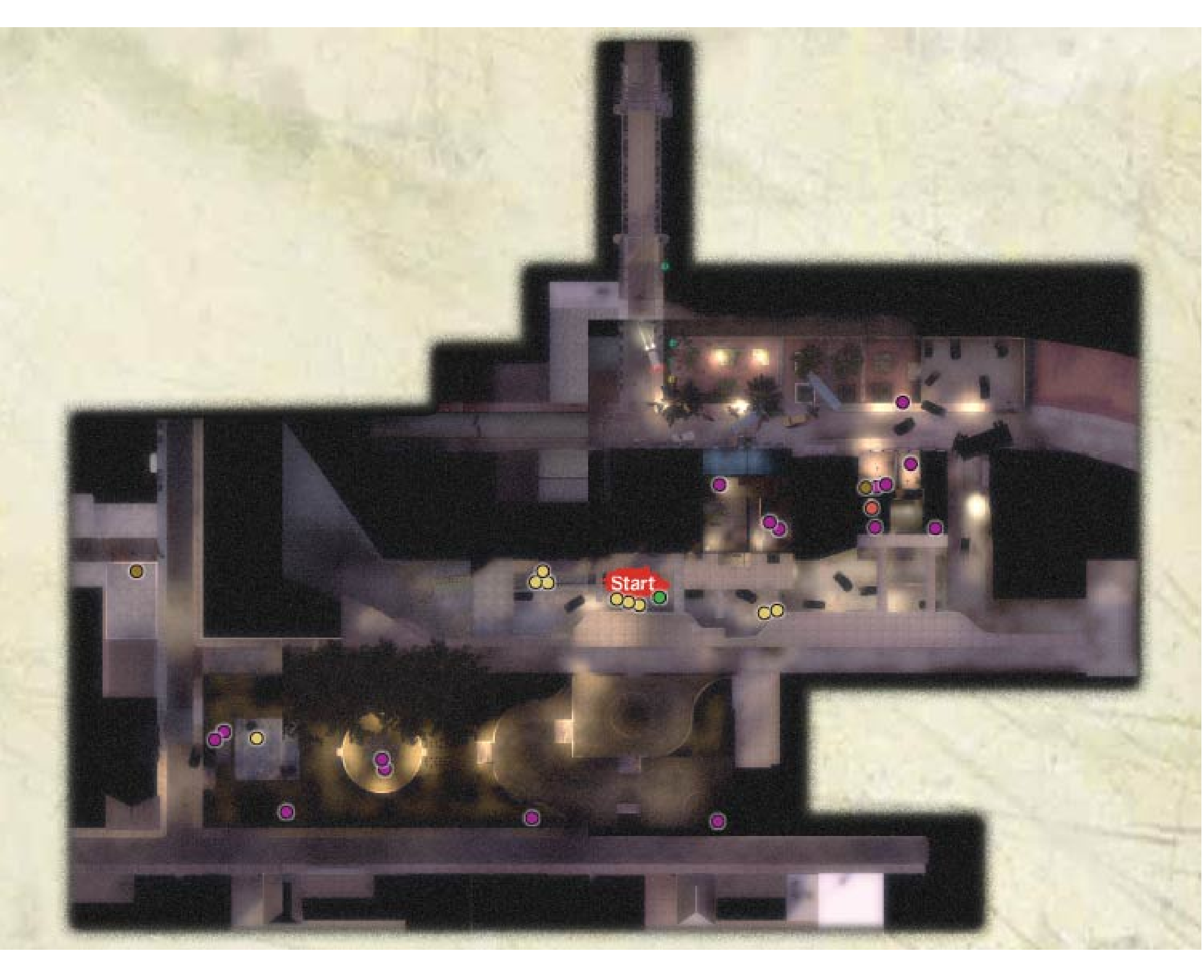


Once the final Fuel Can has filled the generator, the bridge begins to lower automatically. It is now a simple matter of fleeing the scene, moving to the main road behind the mesh fence and sprinting down and across the bridge, passing the One4All boat, and scramble into the Blue 22. Ellis takes the wheel and you depart in a squealing cloud of rubberized dust. Next stop, Dark Carnival!

The Passing

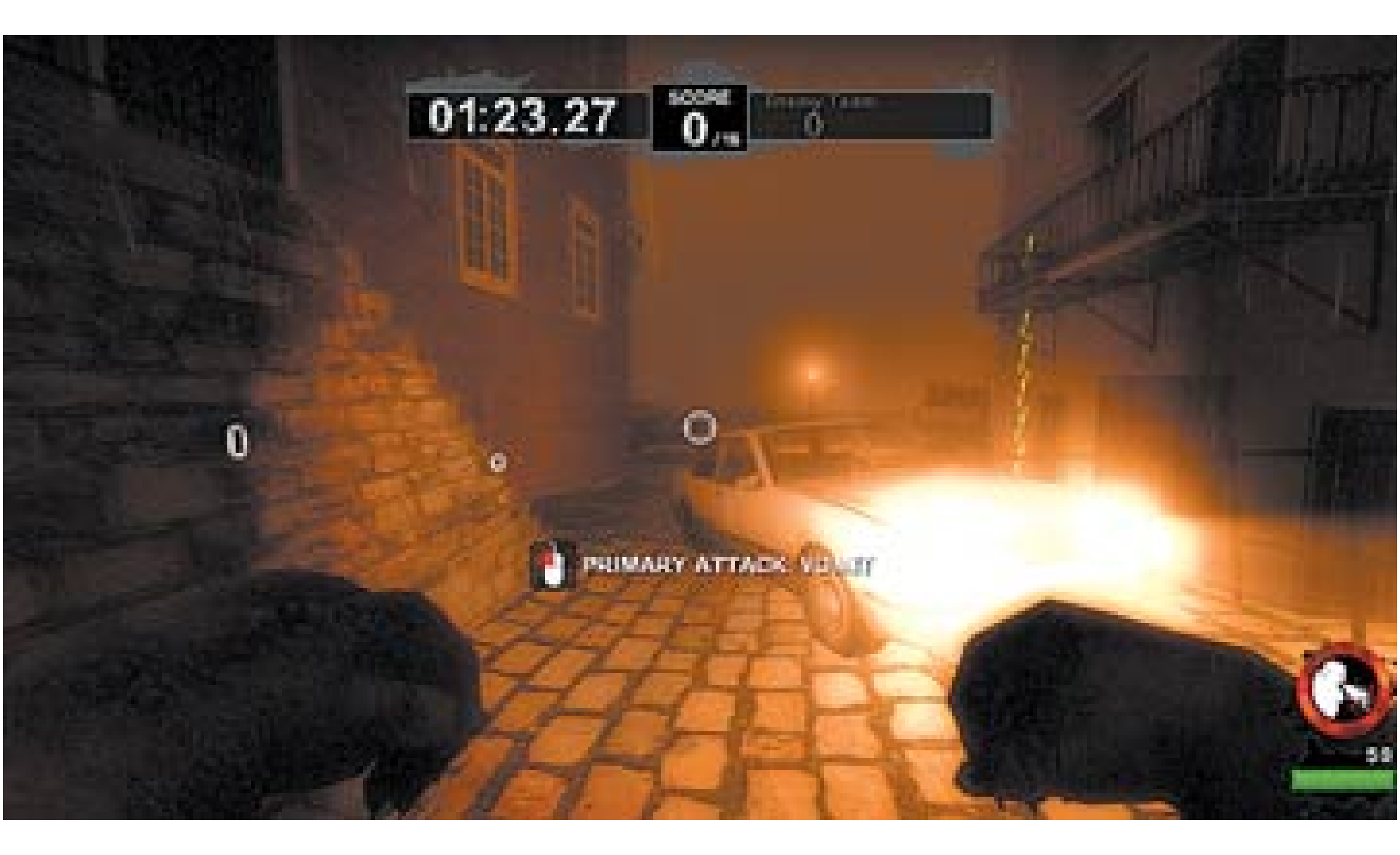
Scavenge Maps

Map DLC1A. [The Passing] Riverfront



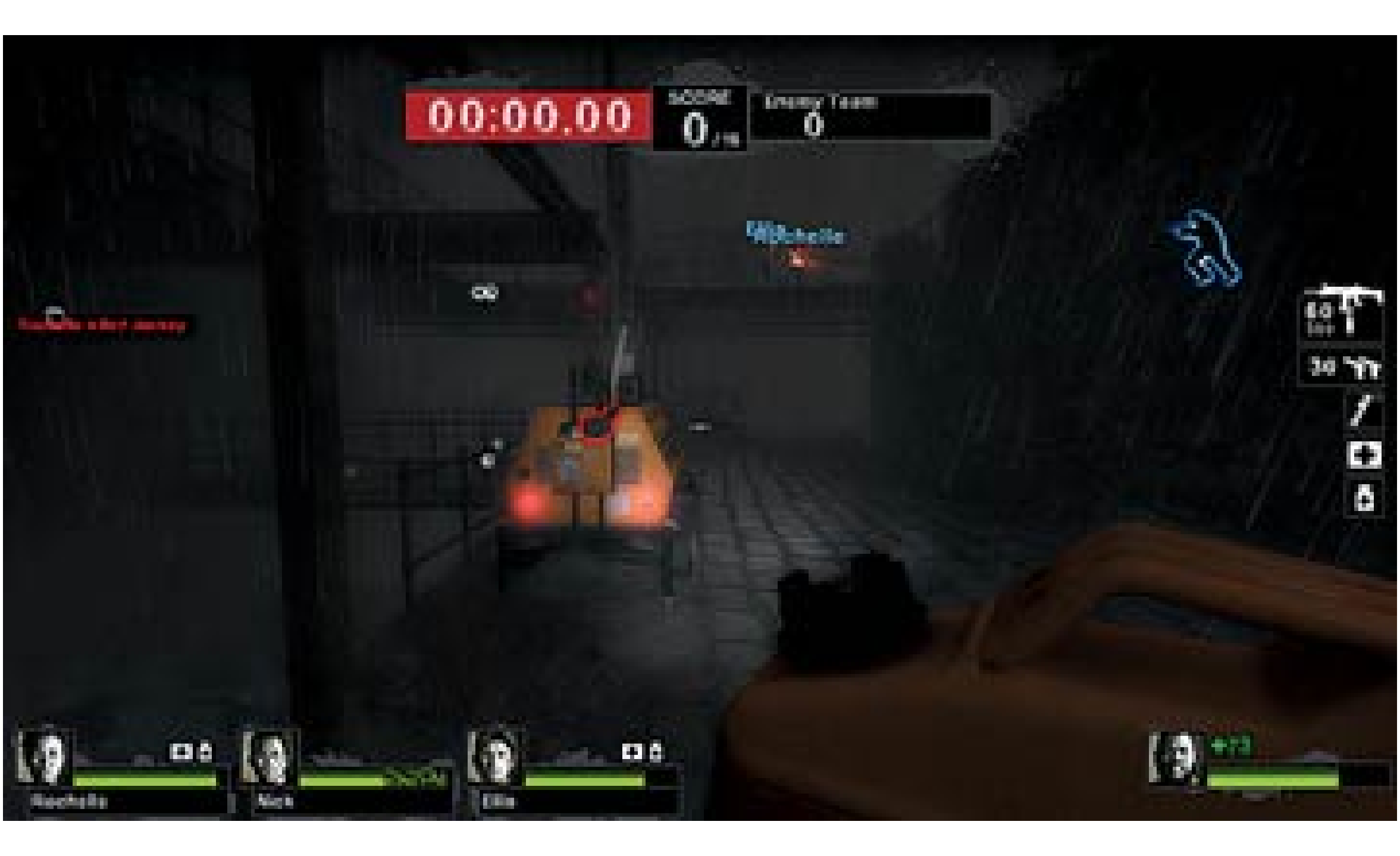
1

The entire expanse of Riverfront is accessible, with the generator positioned on the upper alleyway before the deck bridges of the tenement apartments. With the knowledge you gained from reading through the Walkthrough, you should be able to plan your Fuel Can gathering accordingly. The main problems for the humans are the numerous hiding places and narrow routes.



+ Splitting into pairs can be an excellent plan, as the gardens and the alley/riverfront areas are both far from each other, meaning the Infected can't easily mount a full-scale attack on your team. Note the additional access to the riverfront from the alleyway (1).

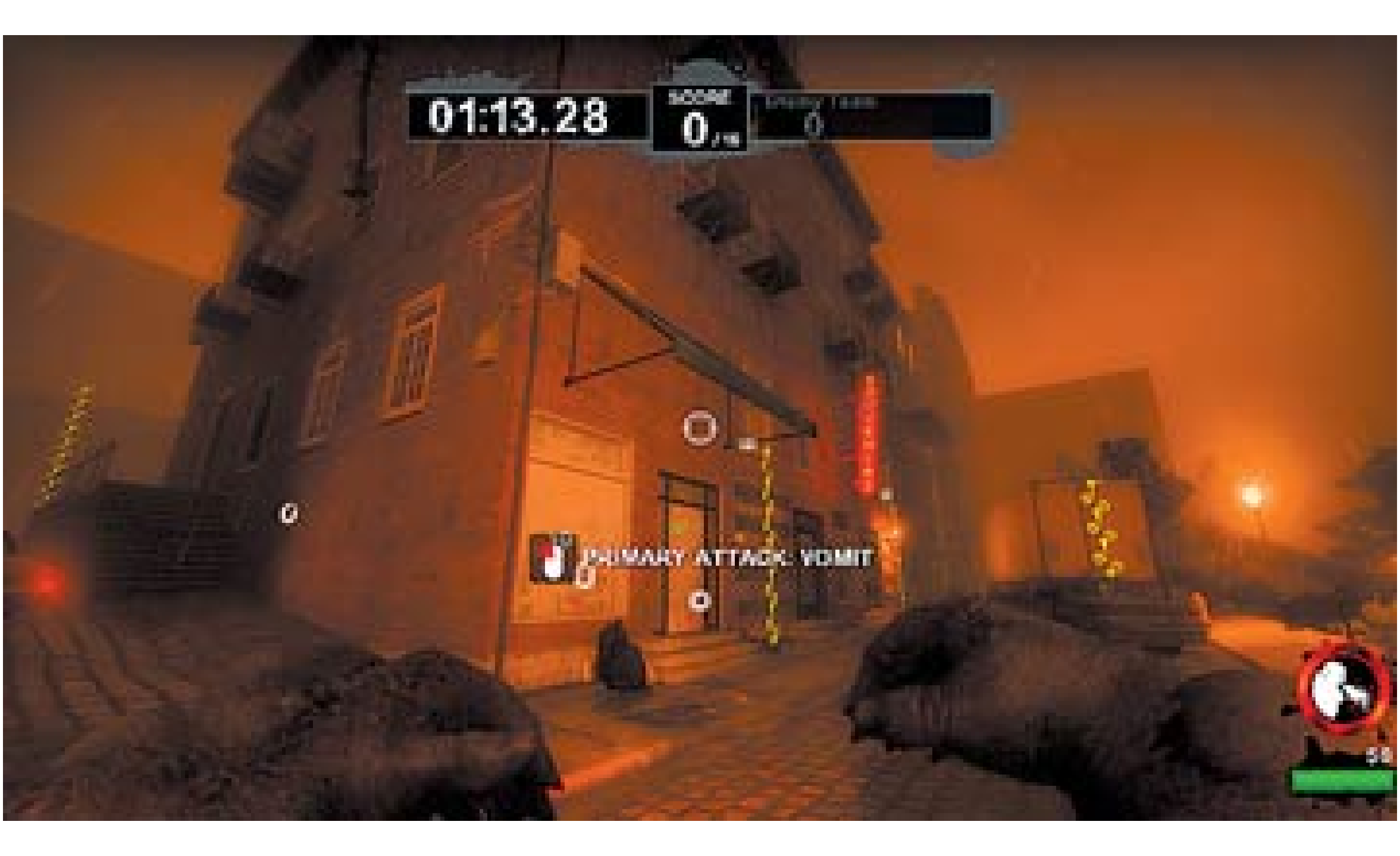
2



+ Defending your generator (2) from pesky Spitter goo and other unmentionable oozings is key. Standing atop the hedges and in the apartments and providing cover is most helpful. The narrow, vertical level makes spotting foes more challenging.

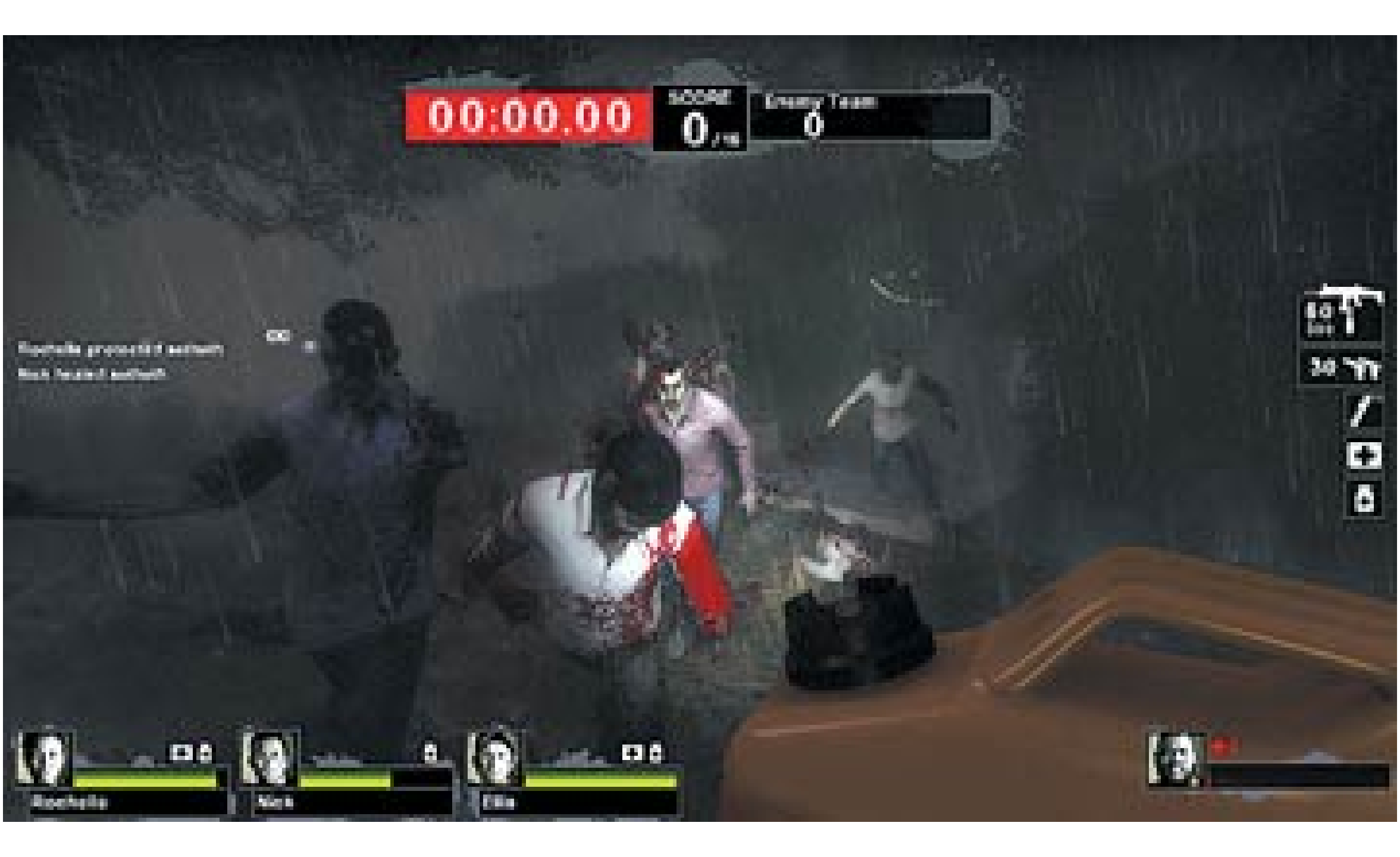
+ The flat and relatively maneuverable landscape of the gardens is a great place to begin your Fuel Can wrangling. Throwing Fuel Cans in a chain to each other is another plan, or from the lower cobble streets to the upper areas.

3



- The Riverfront has additional open windows above the main streets (3) where Special Infected can easily wait and pounce. For this reason, only come here when you need to and bring friends who can offer covering fire.

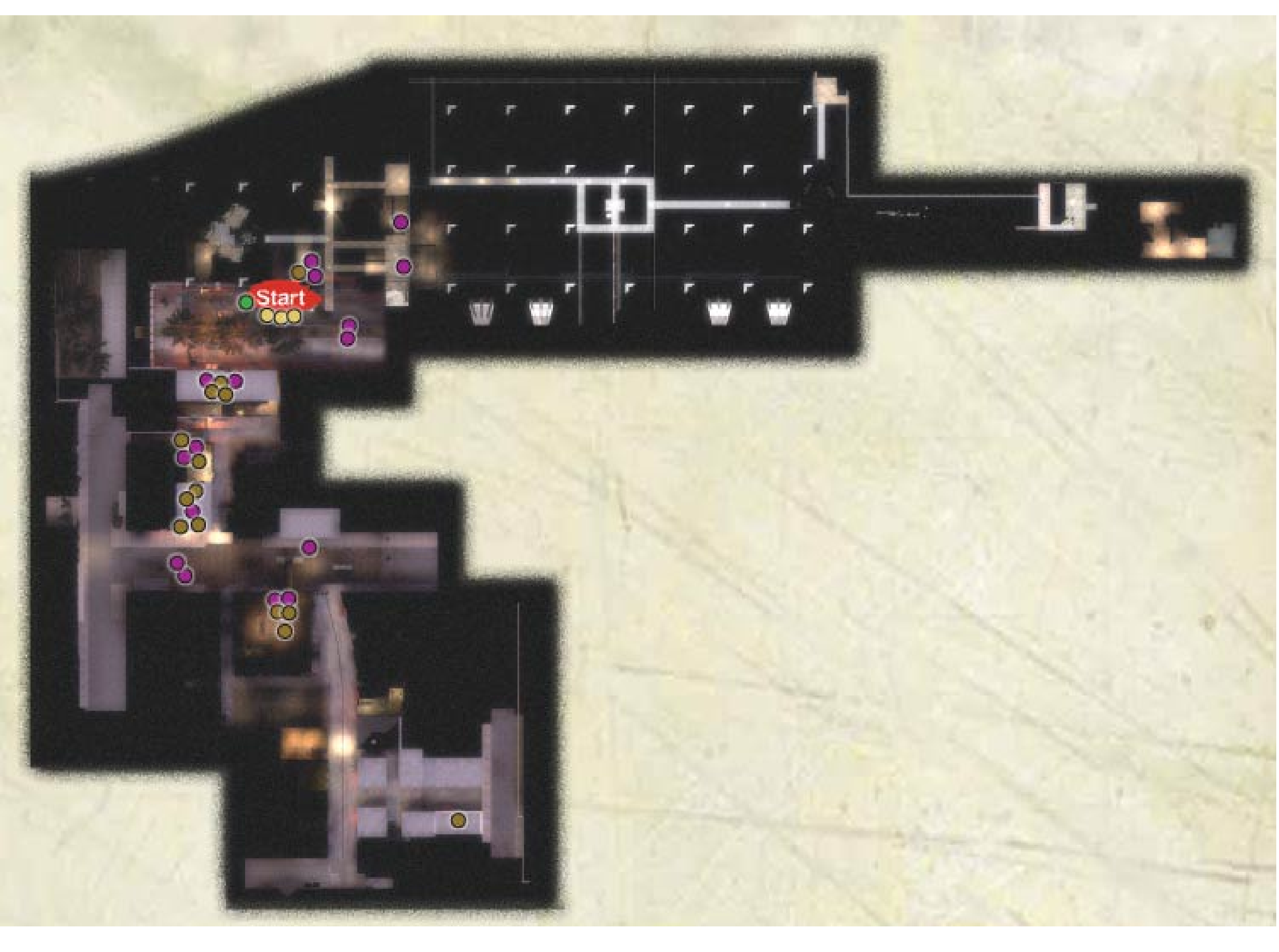
4



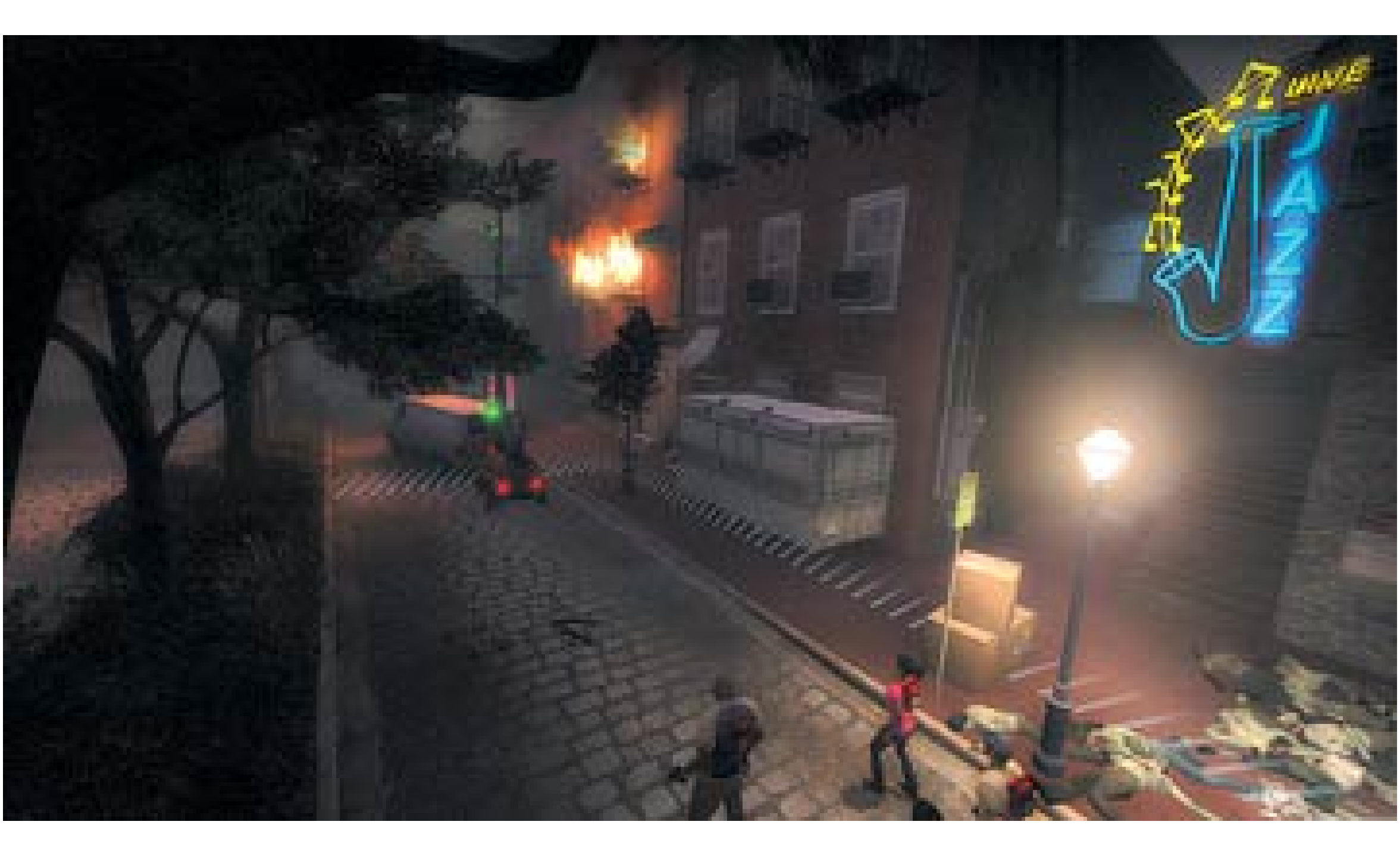
- The entrances, stairs, and doorways scattered throughout the environment (4) are locations where the humans must tread, and the Special Infected must target. Spreading spittle, grabbing and choking foes, positioning Hunters, Jockeys, or Chargers in areas where you can predict human movement is the key to success!

- The advantage of height is always key to a successful repelling of the humans, and the lack of access to the generator is key to your success. Hiding behind hedges and grabbing the enemy from behind never gets old.

Map DLC1B. [The Passing] Underground



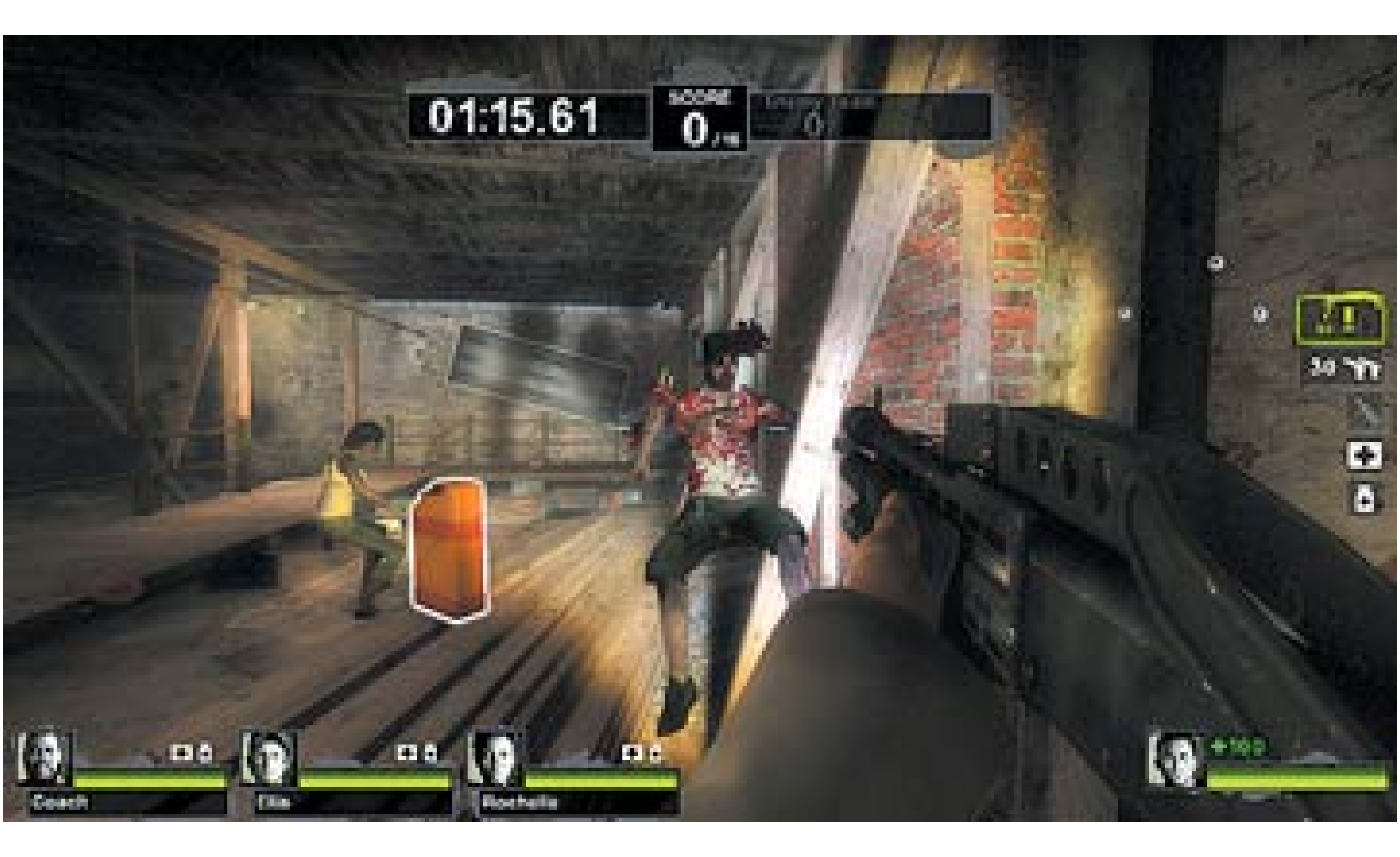
1



Offering up the entire Underground area as a scavenger's playground forces the humans to figure out which location they want to visit first: the beginning of the tour under the Jazz Club, or the alleyway, warehouse, tenement buildings, construction site, and back to the Pool Hall. Any other locations are too far away to contain Fuel Cans and should be ignored.

+ You begin your refilling escapades in the courtyard near the Jazz Club (1). This provides a good deal of open area, and you're not generally overlooked by troublesome Spitters (except at the balcony of the club and the warehouse windows).

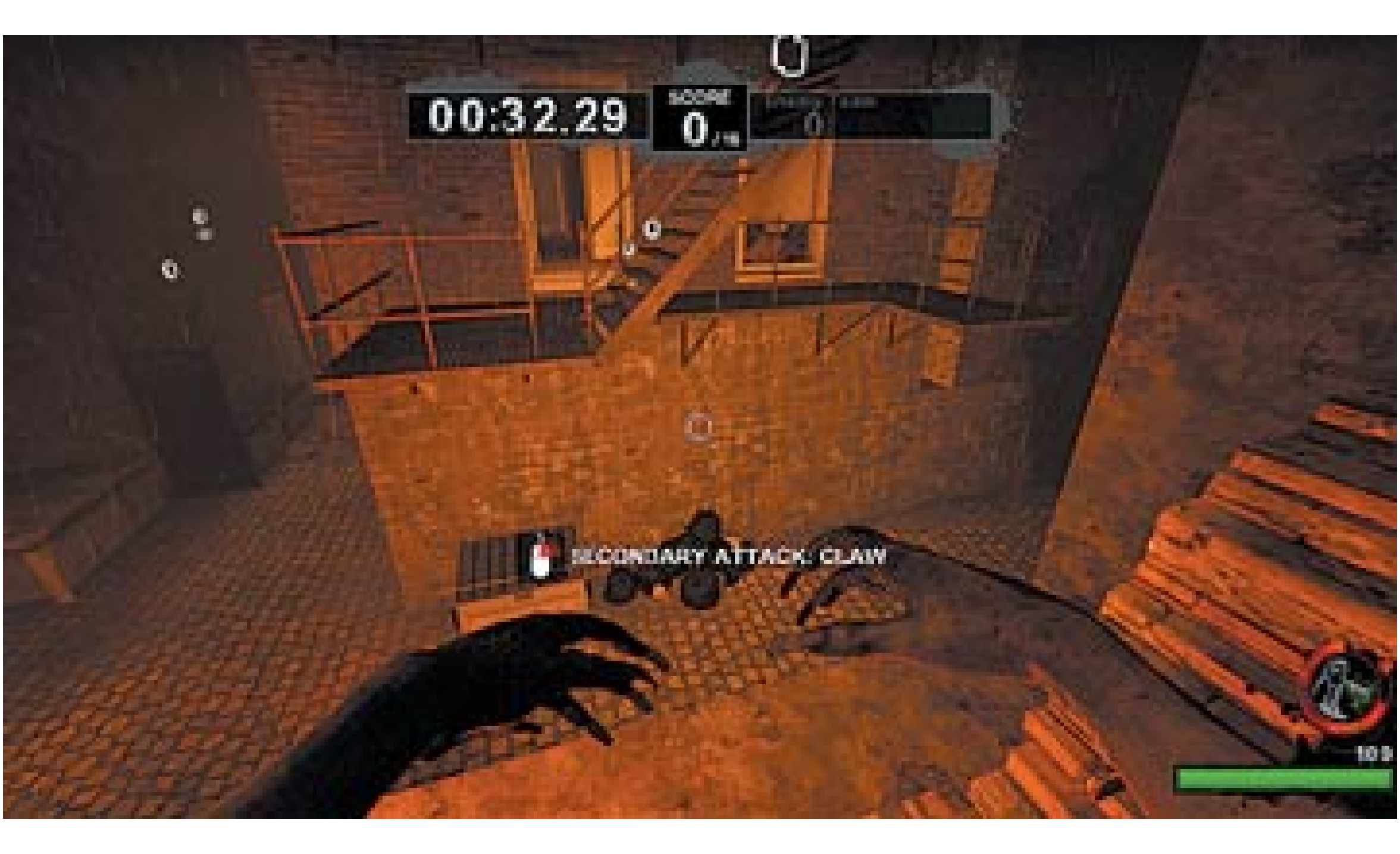
2



+ Steam into the Jazz Club for some easy Fuel Can pickups (2), but venture no farther than the start of the long corridor, as there aren't any more cans down here. Don't risk running too far from the generator. Although a good plan is to go for the farther cans first before the Infected have time to plan a concentrated attack.

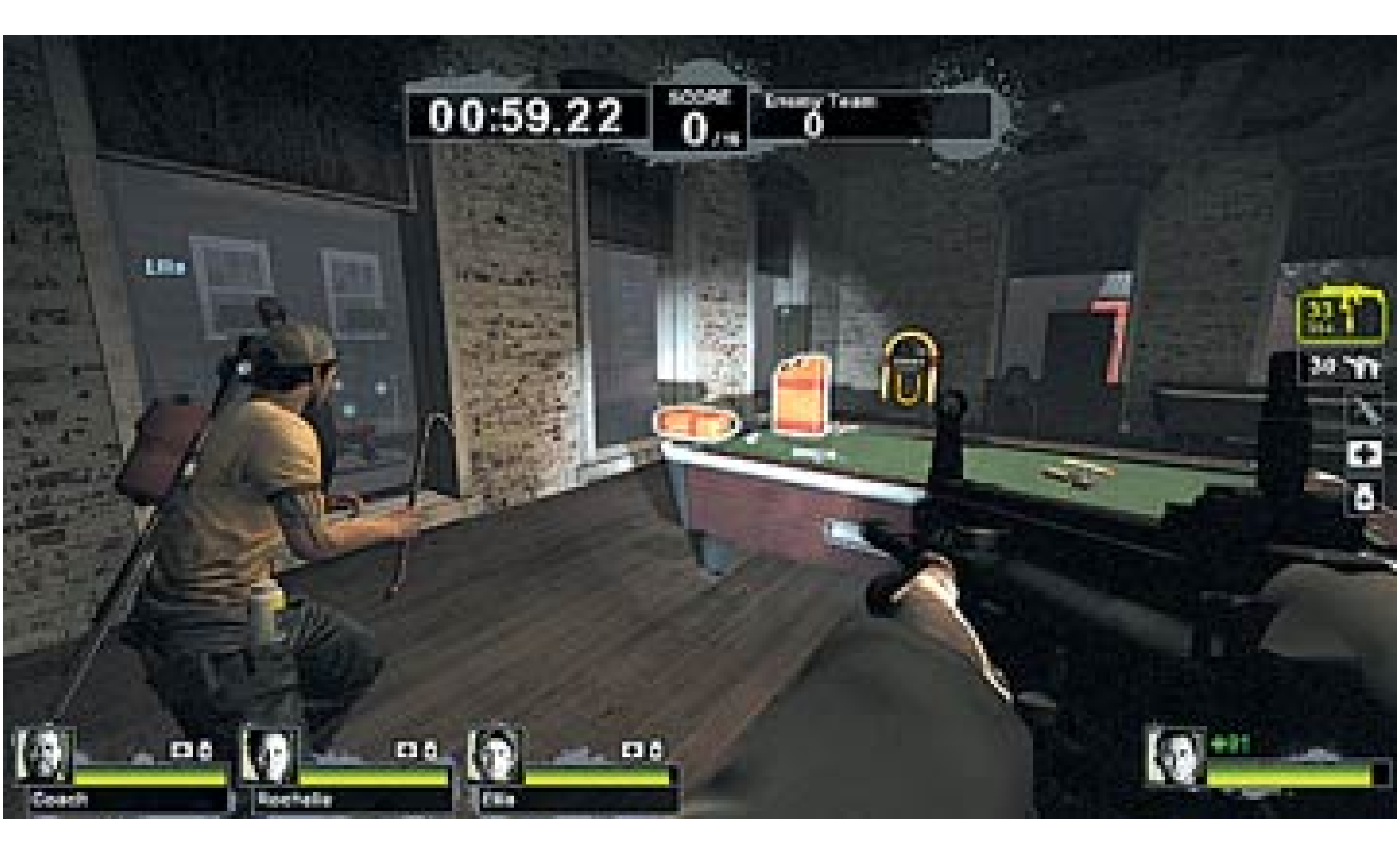
+ The vertical nature of this map, especially when you're scaling the tenement blocks, allows you to dodge up and down as well as strafing around. For example, throw a Fuel Can down from the warehouse or Pool Hall to a waiting friend to quicken the return journey. Use the extra ladders at the Pool Hall, too!

3



- The humans can easily get bogged down (literally so at the construction area near the Pool Hall), so play on these fears and drag your foes farther from the generator at all costs. There are dozens of places to hide, from the "give blood" bus shelter in the courtyard to the fire escape (3) and construction site pipes.

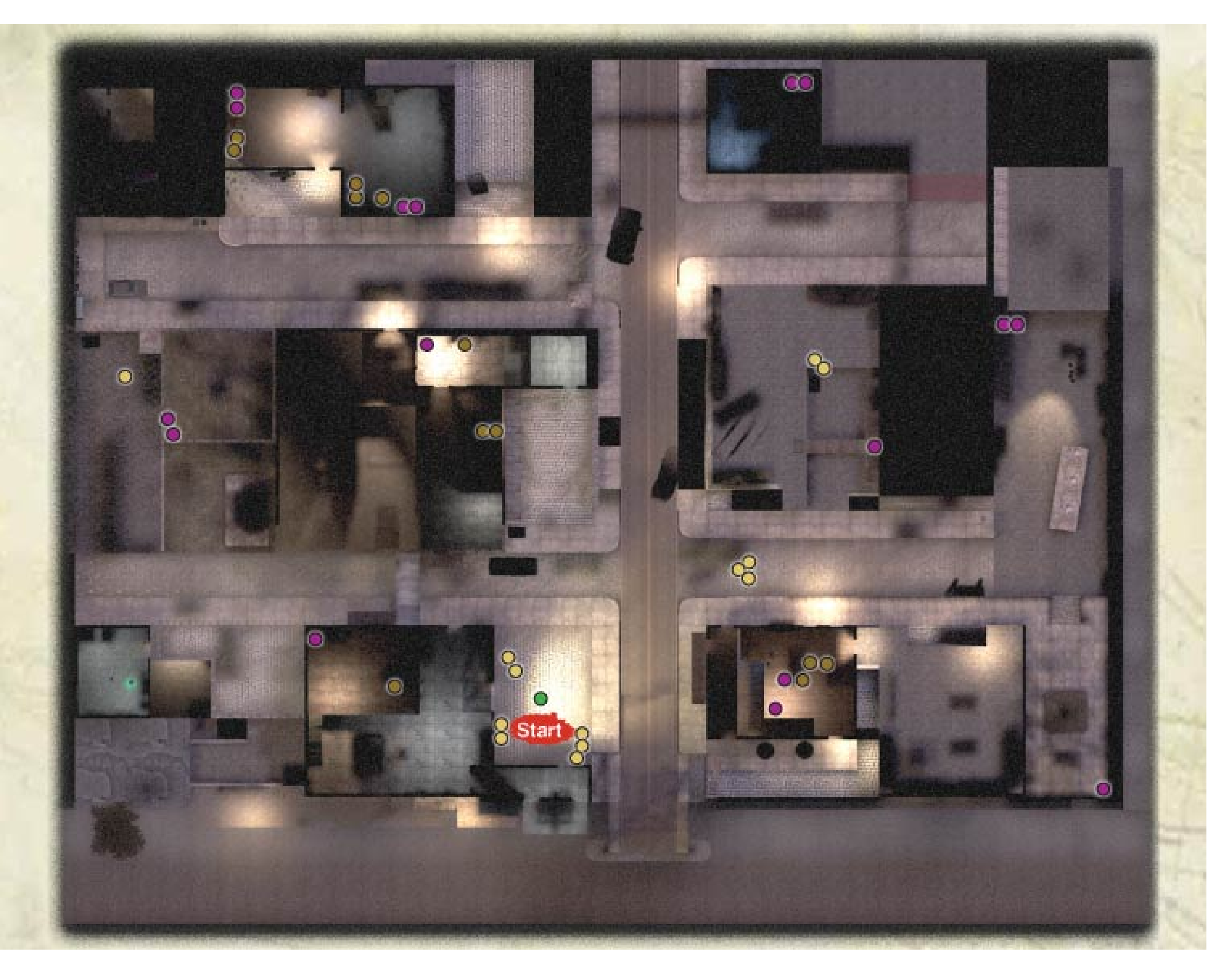
4



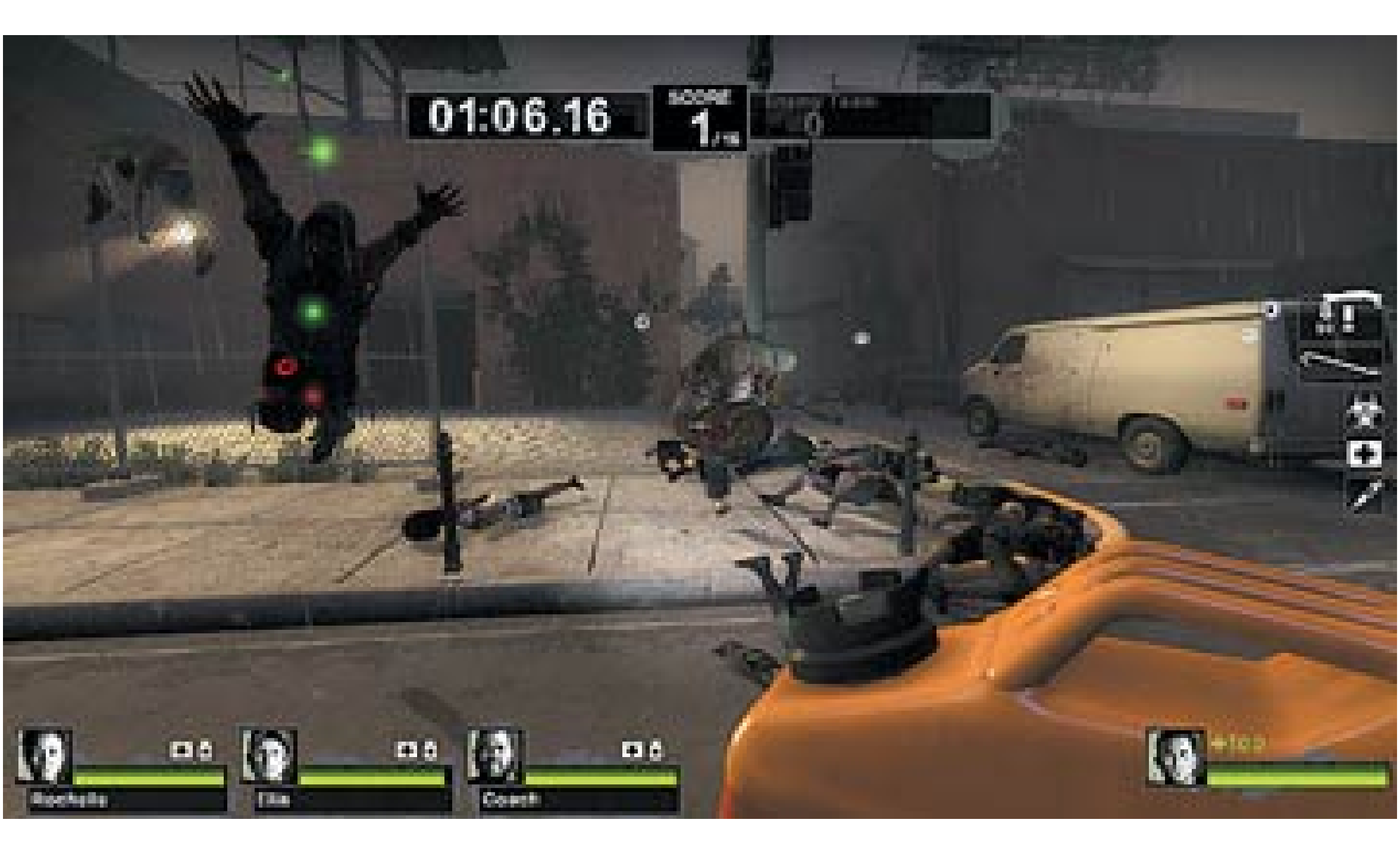
- The Pool Hall (4) is the farthest the humans venture, so provide multiple attacks here. The humans usually return via the alleyway, so hiding in the tenement block or warehouse is excellent because you can change your routes to intercept them if you're higher up.

- The warehouse between the courtyard and the alleyway (and plank to the tenement block), is perhaps the best place to lurk. You can access it more easily than the humans by climbing the walls both outside and in, and you can attack or help your brethren out relatively quickly, no matter where they are attacking the humans.

Map DLC1C. [The Passing] Port



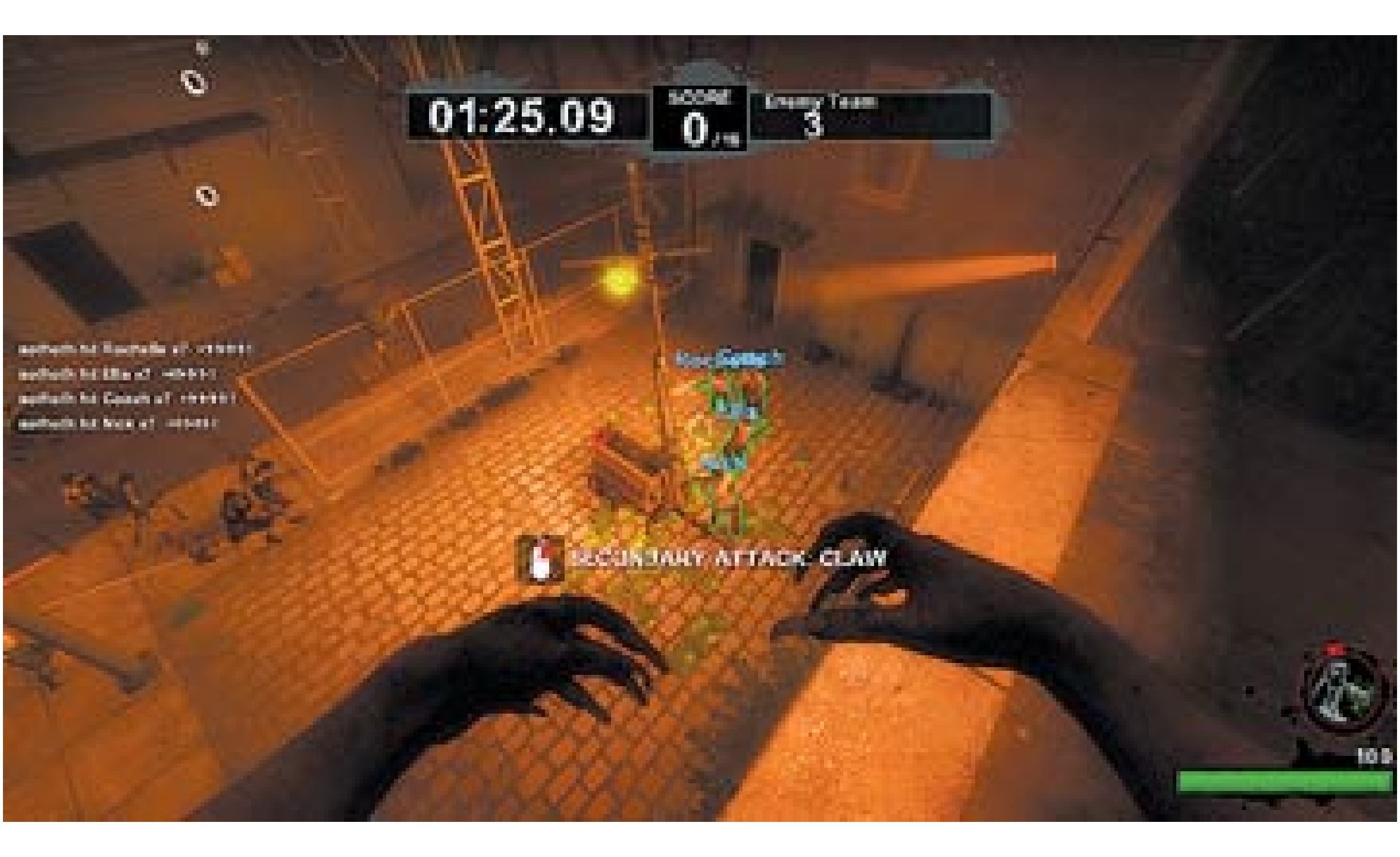
1



This is the most familiar of the three new Scavenge locales, seeing as you're working in the exact same area as you do during the Campaign mode. For this reason, all of the tactical knowledge contained in the Walkthrough is of paramount importance here, too. Learn all of it and the additional plans listed next.

+ The generator is in a wide, open area (1), which allows you to see the enemy coming. There's always the same additional weapons in the nearby bar, too, as well as in the back of the nearby white van.

2

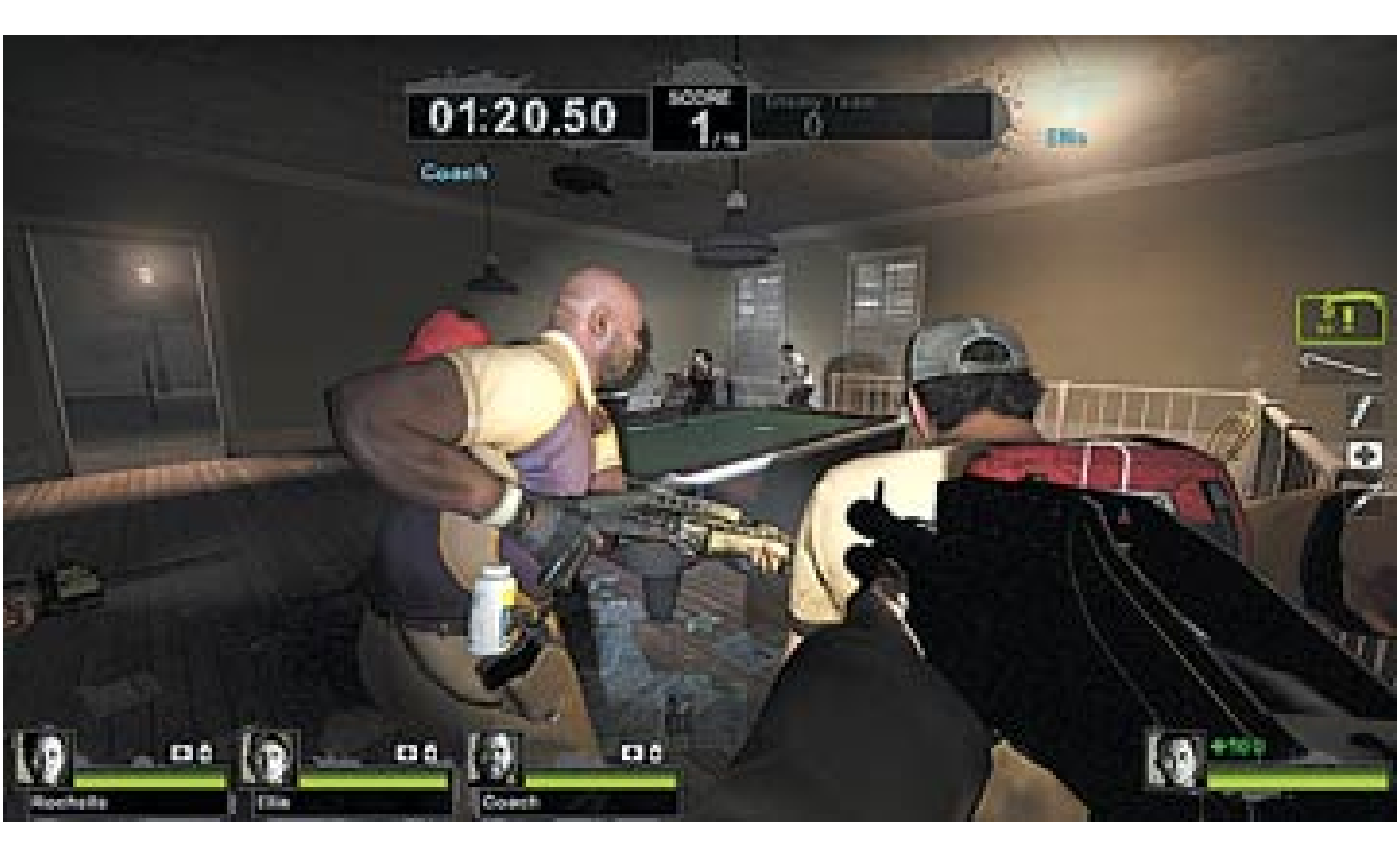


+ Vary the routes you take, sticking together to avoid a haphazard Infected response, and always take both Fuel Cans at a particular location. Teammates provide cover and additional carrying responsibilities.

+ The streets are well-trafficked and wide enough for you to dodge many of the enemies as you struggle back to the generator. You can watch and cover your friends over much of the environment, which is handy.

- The rooftops of the buildings (2), especially the top of the shipping warehouse, are great for lurking Spitters and Smokers. The fence across from the generator by the sloping warehouse entrance and the nearby building interiors are excellent places for Hunters and Jockeys.

3



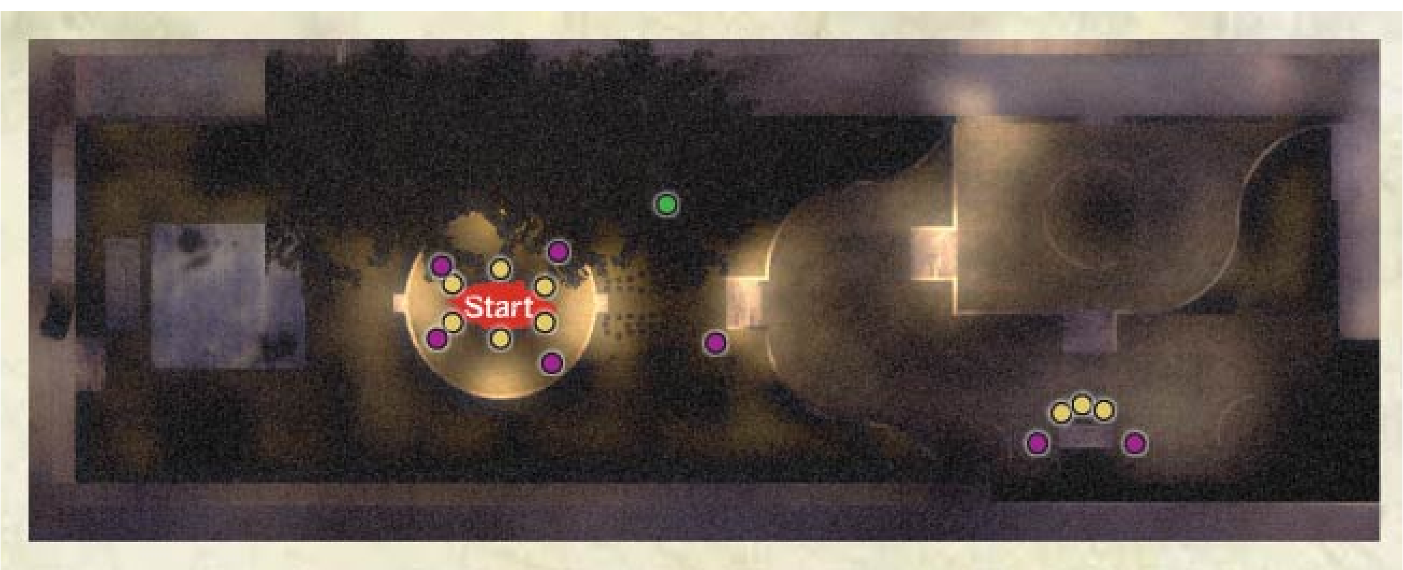
- Mounting a full-scale attack on the enemy in a single, well-trafficked location is an excellent way to minimize the humans' Fuel Can grabbing. In this example (3), multiple foes are lurking in the bar, creating havoc at the doorways and on the stairs.

- Shoving cars into foes can incapacitate more than one of them. Charging from Bill's resting place is another fine plan. Using the bar building entrances and the elevator to lurk before bombarding the generator area is another great activity.

The Passing

Survival Maps

Map DLC1A. [The Passing] Riverfront



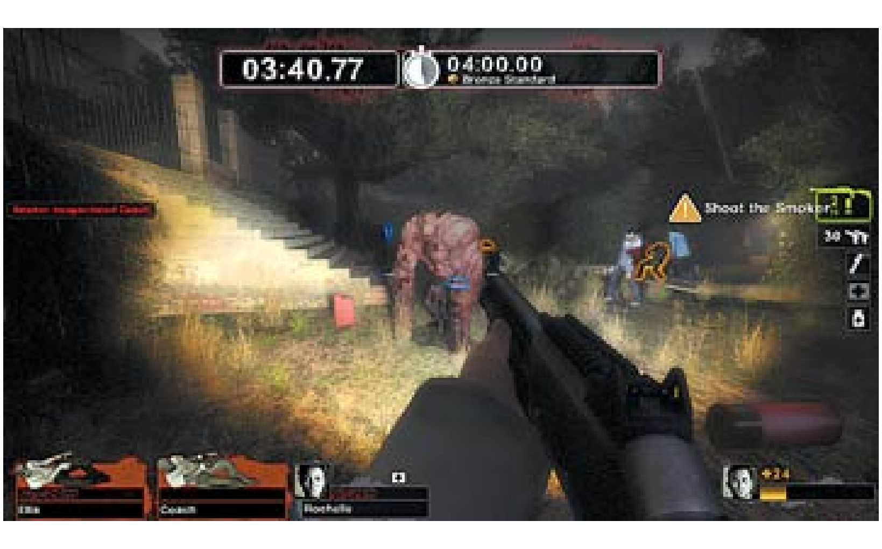
1

The wedding gardens is the location for fending off an incessant Infected attack. The entrances to the gardens have been sealed, meaning only the stepped area, gazebo, and stage are accessible to the humans. And with limited lateral movements, you must try to utilize as much of the environment as possible, venturing away from the gazebo when you can.

2

The gazebo (1) is the place to make much of your stand, although it's in the middle of the map, so you must agree as a team in which direction you want to flee so you aren't split up. Chargers are a particular problem in the narrow spaces, so throw out the canisters in all directions and fire on them to add a flaming or explosive layer of protection (2).

3

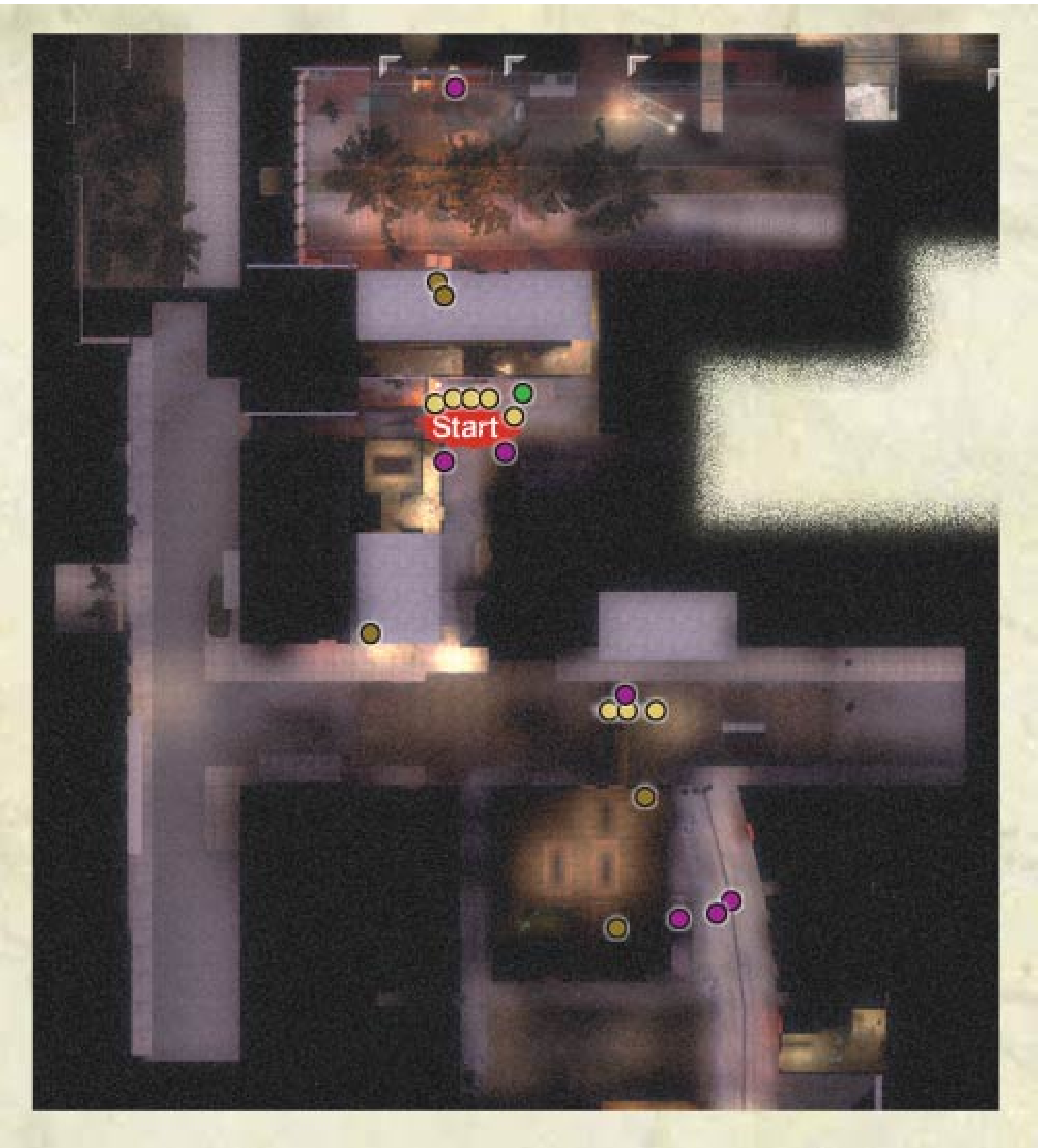


Over by the lower stepped area (3), you can hop on the hedges and run along the tops of them, which enables you to last a little longer before you're swarmed.

4

The stage area (4) is wider, providing a little more room. But don't get trapped and swamped in either of the tents! This is a good place to lure larger foes to, before others at the gazebo move forward to finish it off.

Map DLC1B. [The Passing] Underground



1

The small, sunken cafe, tenement apartments, plank, half-finished warehouse, and Jazz Club courtyard make up the scene for this game of Survival. This larger area offers many more places to hole up and keep that timer ticking. Unlike the other game modes, there's an opening in the alleyways that leads to and from the main courtyard.

2

The main alleyway (1), which is the least-protected part of the level, holds most of your ammunition and items, so grab a full complement of everything before the radio is activated. Then move (as a team) to one of two locations: down the open alley and into the Jazz Club courtyard (2), or into the cafe and tenement building (3).

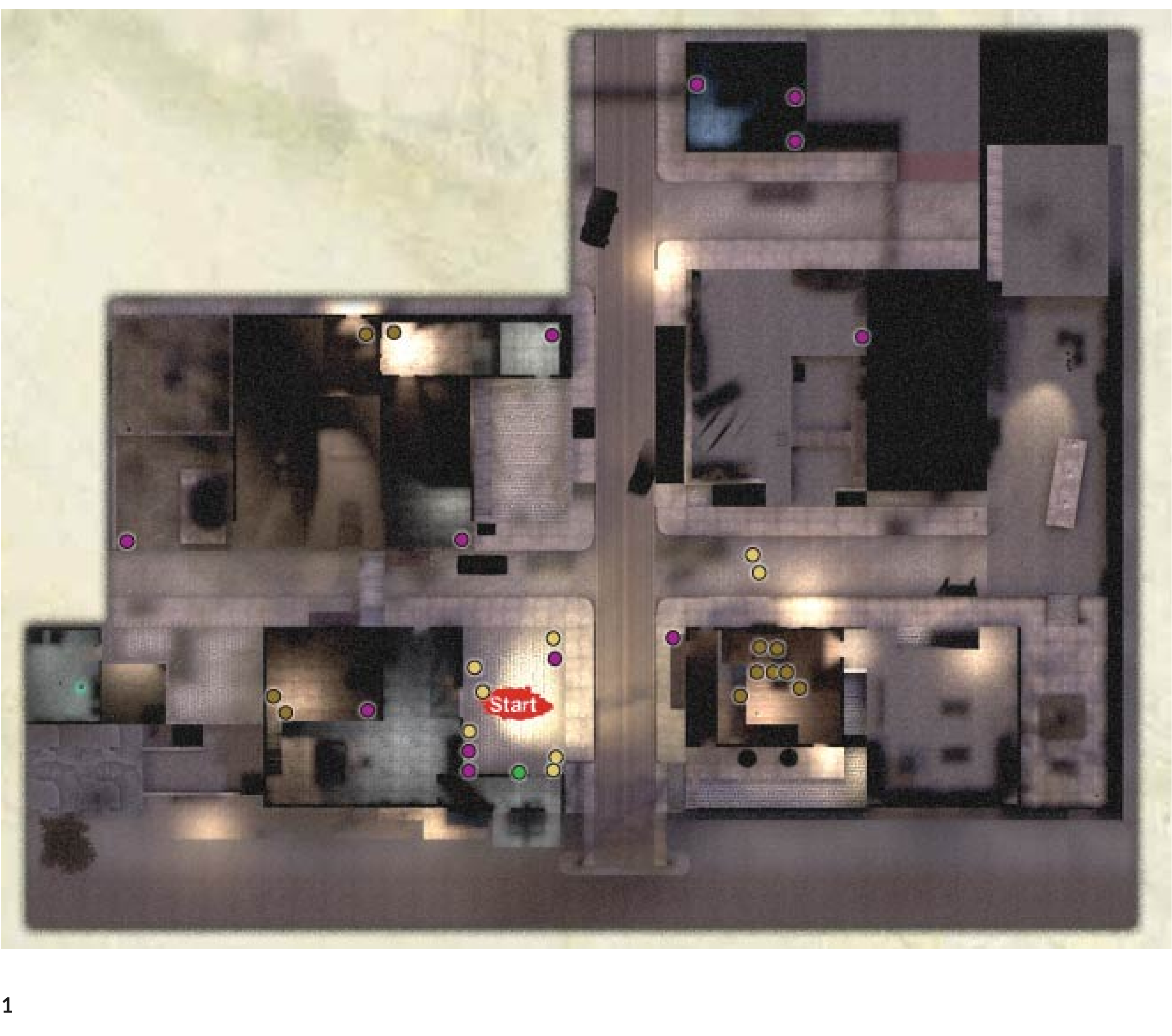
3

The courtyard offers a wide area, and some Fuel Cans, where you can maneuver around foes much more easily. Whereas the tenement building offers smaller and narrower rooms to fire out from, which is great against everything but a Tank.

4

The warehouse (4), accessed from the courtyard or the plank, is a great location because you can escape back into the courtyard and use the corridors and staircase to dodge around foes.

Map DLC1C. [The Passing] Port



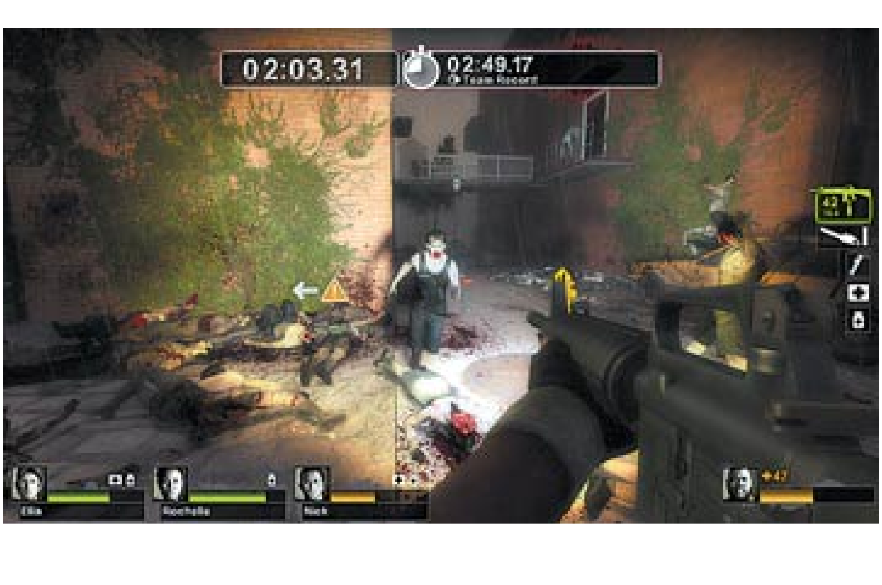
1

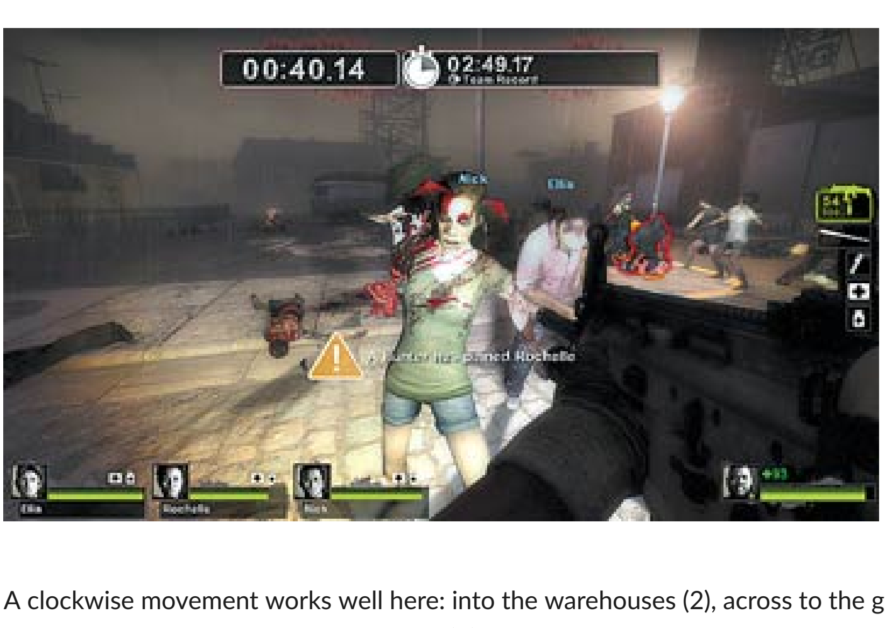
A segment of the Port locale is the scene for your final Survival challenge. The northwestern section of the map is blocked off, forcing you into the warehouses, small bar, open sloping street and general store, and the connecting roads in between. The tactics you tried during Scavenge and Campaign modes help you here, too, in your desperate scramble for survival.

2

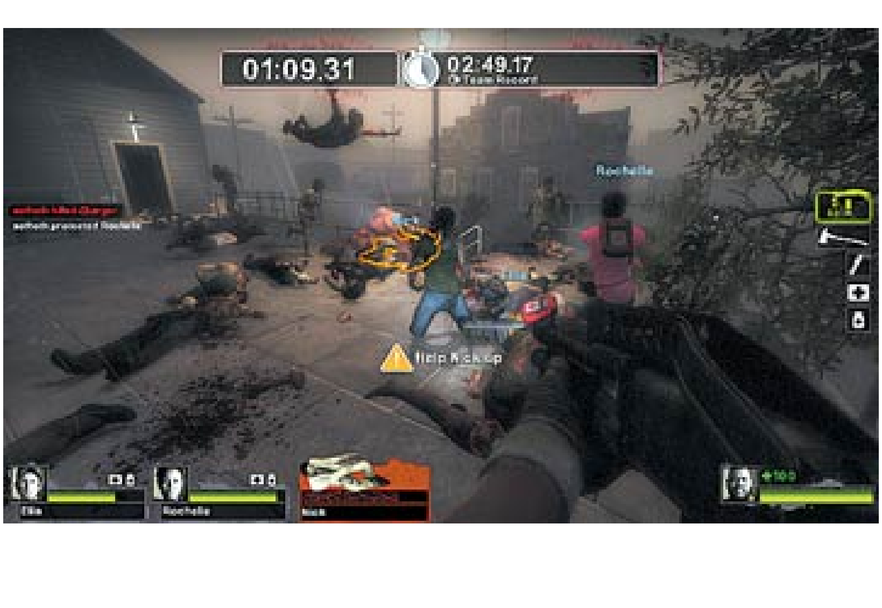
Keep moving, or you'll surely die at the hands of a Tank, which should be attacked in the main, central location (1), away from the cars it can use to crush you. Be sure you inspect the bar for additional (and better) weapons, and step up onto the vehicles to gain a little height and protection from the Hordes.

3





A clockwise movement works well here: into the warehouses (2), across to the general store (3), and then up the concrete steps and into the upper pool room of the bar (4). Try variations on this route, and never split up!



Video

The Basics: Top Ten Tips

C

Video

Know Your Enemy (Part 1)

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Video

Know Your Enemy (Part 2)

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Leave Them Dead: Weapons Detail

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Tips Scavenge and Survival Modes

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Campaign Tactics: Dead Center

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Campaign Tactics: Dark Carnival

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Campaign Tactics: Swamp Fever

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Campaign Tactics: Hard Rain

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Video

Campaign Tactics: The Parish

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